


SEGA

ISSUE 21 • MAY '94 • AN UNOFFICIAL SEGA PUBLICATION • £2.50

MEGA DRIVE

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BUBBA 'N' STIX
ART OF FIGHTING
NIGEL MANSELL F1
ANOTHER WORLD 2
SOLDIERS OF FORTUNE

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aKaLaKa



Jam it home



STREET DATE: MARCH 4

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ISSUE 21 MAY 1994

NEWS6

Jet-setting John (as he's now known in the office) has ventured out into the big bad world yet again, this time to Monte Carlo to bring us all the latest news from the European market...and a few tips on how to get the best results when using garlic in cooking.

HOT STUFF24

Another round-up of the best games newly released. What to buy and what to save your pennies up for – yes, it's all here.

SUBS79

Send us some cash! This your chance to receive loads of copies of your favourite mag. Hands in pockets please chaps.

MEGA FILE88

We've all had enough of this thing – it's boring to write, regardless of how informative and interesting it may be for you lot to read. We are now open to offers for the Mega File. I'll start the bidding at one lovely virgin...

LETTERS94

Lee 'Enthusiastic' Brown will be holding the sacred pen next month as we bid farewell to Andy 'Our Anders' Martin. Lee's a bit of a scouser, so give him time readers – he'll get there in the end.

CLASSIFIEDS97

New boy Lee has been finding out just how glamorous the magazine industry really is, having been designated the splendid task of typing up the classifieds. If any of you school kids out there want some work experience, feel free to write to us addressing the letter to 'Classy Typist'.

The period between Christmas and summer tends to be a little slow to say the least, with all the software houses holding back their new releases until the warmer months. That means that at this time of year we get to see a lot of previews emerging, whetting our appetites with a glimpse of what's to come – and the onslaught has already begun!

Just take a look at what we have in our preview section this month – Heart of the Alien, Incredible Hulk, Jungle Book, Jammit and to round it all off nicely we have Tennis All Stars and Sink or Swim.



POWER TRIPPING ON YOUR MEGA-CD

EA has prepared the latest version of Bullfrog's classic game. With new graphics, better sound and a plethora of new features, Powermonger CD looks set to be the best strategy game for the Mega Drive so far. Yet again we find another game worth having on the Mega-CD. What is happening? All of a sudden the disc based stuff has started to kick arse...



14 PAGE TIPS

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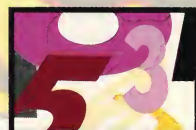
More Caledonian humour with Gerry as he attempts to make excuses for the recent poor Celtic performances. The only words we could get him to mutter were "Fergus McCann, Fergus McCann". Does it mean anything to any one?

SHEILA MCDUFF76

Yes, we're pleased to announce that the big S is preggers. Congratulations all round as Sheila finally manages to get up the duff. Pictures at a later date.

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What do you really want me to say about the codes page? Hornby and various other nice chaps send us codes for the Action Replay and Game Genie 'game enhancement' devices and we print them. Yes, that's the best I can do. Also, on page 78 we give you a whole page of Sonic 3 codes!



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ART OF FIGHTING

PS SECTION

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Having rapidly become bored with the vastly overrated TV series, Gerry decided to finish the game in record time and also jotted down this guide in the process.

**ETERNAL CHAMPIONS**80

Lee, that man with a funny accent, delves deep into the realms of this game to bring you all that's the best. Also included are a few tips on the most effective techniques to use when robbing gear from your local supermarket.

**LANDSTALKER.....**82

Rich finally finishes the game and about bloody time! Let's face it, it's taken him long enough. Ah well, credit where credit's due. It's miles better than any other guide we've seen so far. We still hate him though. Maybe if he got his hair cut?



WIN! WIN! WIN!

Now that this class Mega-CD blaster is finally in the shops, Psynosis has very kindly provided us with all sorts of goodies to give away as prizes. Do you fancy something with pictures of someone's internal bits plastered all over it? You do? Then turn straight to page 30...

NEW MEGA DRIVE



MEGA DRIVE 3

Yes, it could be true – or it may well be a load of old cobblers. Will we ever know the real truth?

- VR headset release shelved
- Sonic coin-op for the Saturn
- Telstar comes out on top, but on top of what?

FOR THE CHILDREN



NO SEX, NO DRUGS

Another Sega console, this time it's for the kiddies. Rich gets his order in straightaway.

- Virtua Racing over the phone
- Another 32-bit console from Sega
- Play games over the phone



MEGA DRIVE NEWS

MORE SEGA SPECULATION



Apparently plans are being hatched by Sega for a 32-bit console-based only machine. Details of the Jupiter were released to the Japanese press a few weeks back, but the system has yet to receive an official announcement.

The Jupiter is rumoured to be completely compatible with the Saturn, and is basically a low-cost, scaled-down version of the Saturn without the CD-ROM. A CD add-on will be made available at extra cost.

As we go to press there appears to be no concrete reasoning behind the development of the Jupiter, however price could be one major contributing factor. The Saturn is reputedly to have a retail price of around £310, but the cartridge-based only Jupiter could realistically be sold for the far lower price of £190.

As stated though, no official announcement has as yet been made. Watch this space for further details and developments.

STOP PRESS...SEGA'S VIRTUA RACING TO BE EDGE COMPATIBLE

Yes, we swear it's the truth, the whole truth and nothing but the truth, so help us God. Up to four players can now race against each other...yet be 1,000 miles apart. Great news if you're an American or just happen to live there and own all the necessary equipment. The fun to be had is unimaginable – think of the hours spent racing away, the sheer pleasure to be had.

On the other hand though, one could acquire a life. Get out of the house, meet members of the opposite sex, reproduce, drink...in fact all manner of exciting pursuits are just waiting to be tried outside your own very front door.

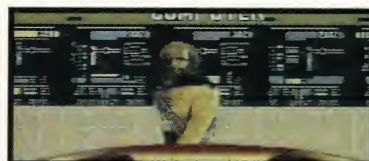


SPACE 1999, SORT OF ANYWAY

A spot of bad news for UK Mega Drive owners – Star Trek: The Next Generation has been officially shelved by Sega UK. Star Trek, a game we have raved about in past issues of *MAG*, is no longer to receive an official UK release.

The motive behind this is as yet unclear but the 'word' (Oh dear what are things coming to when I write that sort of thing!) is that Sega thought the game was far too expensive and the user-base simply not large enough to justify the expected £60 price tag.

When released in the US, Star Trek will take the form of an RPG/adventure crammed onto a 16-meg cart with full battery back-up, hence the expensive price tag. It should have over 100 hours of play (not that old chestnut again) and I for one will certainly be obtaining a copy courtesy of my local importer when the game is released Stateside in May.



SONIC TO HIT SATURN

More news on the troubled Saturn – reports reaching us appear to indicate that Sonic: The Coin-Op will be one of the first releases. However, this will be a far cry from the little blue thing we associate with Sega. Instead of the Mega Drive's 2D world, the action is portrayed in isometric 3D. To help you control Sonic a trackball was used on the coin-op, but how they hope to incorporate that into a Saturn version is yet to be seen. Will this strike a note with potential 32-bit customers? It would seem we are stuck with that hedgehog!



MEGA DRIVE 3... APPARENTLY

Rumours currently circulating around the console world would seem to indicate that Sega could be releasing yet another updated edition of the Mega Drive, cunningly titled the Mega Drive 3. Although this new machine will still be a 16-bit machine, the real news is that it should include the stunning SVP (Sega Virtual Processor) chip within its casing.

For anyone who has been locked away on a desert island for the last few months, the SVP is the stunning piece of hardware that enables Sega users to play Virtua Racing and Virtua Fighters on the humble Mega Drive without having to pay out astronomic prices for the privilege. The

other new feature is the news that the Mega Drive 3 should also incorporate the PCM chip. What the hell is that? Well, this is the chip that enables the Mega-CD to reproduce eight-channel Dolby surround sound (that rhymes) – a considerable improvement on the standard sound system currently in use.

The reasons for this (alleged) new machine are believed to be linked to the teething problems that have set the street date for the Saturn drive back yet again. Once again I emphasise that this all just idle gossip and there may be no substance to the story...but then again, the Stealth Fighter doesn't really exist and Elvis doesn't work in my local Quicksave!

RACING GAME

EA IS BACK

Yes, EA comes back with yet another great game. This time it takes to the world of Indy racing

- Dungeon Master II for the CD
- Sega gets official baseball licence
- More dinosaurs?

NEWS

RUMOURS

As speculation regarding Sega's forthcoming **Saturn** (and possibly **Jupiter**) consoles gathers momentum, most of the rumours kicking around seem to revolve around games that are set to be released for the system. As you've probably read in every magazine that deals with Sega products, the machine is now confirmed as begin bundled with an excellent conversion of **Virtua Fighters**. Games set to be released with the console (now rumoured to be as early as November in Japan) include **Virtua Soccer**, an as yet unnamed shooting game (possibly the Sega Model 1 based blaster - **Star Wars**) and a translation of the arcade version of **Sonic the Hedgehog**.

We've also learned that **GameArts** (responsible for **Slipheed** on Mega-CD) is developing a new shoot-'em-up, while Sega has announced that Model 1 based arcade units such as **Virtua Racing** could be converted to Saturn in a couple of weeks. Cool, huh? More news next month.

As Sega's Ridge Racer-beating next generation arcade game nears completion, there's understandably a great deal of interest in the possibility of a home version of **Daytona** - the first Sega Model 2 arcade system. Will we see it? It seems extremely likely.

The prospect of the next **SVP** game from Sega is on everyone's mind at the moment. We've heard that the code used for **Virtua Racing** was so efficient that up to 50 per cent more polygons could have been used without a noticeable loss of speed. To us that says that the MD would be more than capable of knocking out an acceptable version of **Virtua Fighters**.

The **Mega-CD** is already the third biggest CD-based games system in the world? After **PC CD-ROM** and **Phillips' CD-I** system the Sega unit has one of the biggest shares of the market - knocking Commodore's CD32 well out of the way.

The long-awaited CD blaster **Rebel Assault** is being distributed by JVC in the States, while an independent distributor is looking to acquire the game for the UK market, but we're not allowed to say who at the moment...

OH MY GOD! THE KIDS...

A new Sega console will be hitting the streets by September. It's true, although it's not the type of console we may be accustomed to. The Pico is an educational computer/console which is aimed directly at the two to seven-year-old market.

The Pico was launched in Japan last year - at Christmas strangely enough - and proved to be a massive seller. The UK retail price should be somewhere in the region of £140-£150, with (as yet) six software titles, each title priced at around the £30 mark.

The software will take the form of electronic books that connect directly to the console. As with a real book, when a page is turned the electronic image on screen will change. The interactivity takes the form of a pen peripheral which will allow users to mess around with the story.

Mickey Mouse is one of the titles available for the Pico, which should come with another title - **The Busy World of Richard Scary**. The Pico is being launched in the UK courtesy of Tomy, the giant toy corporation.



VR...I THINK NOT!

Strange rumours and bouts of less-than-jovial banter are seemingly abounding around the offices of Sega's US HQ over the release date of the Sega VR headset...or to be more precise, the lack of a release date.

This has caused much embarrassment for all involved, which is hardly surprising because Sega was touting it as the thing which would change the face of video

gaming as we know it (Journalistic cliché number five in a continuing series).

The main problem appears to be...well, no one is letting on what the real problem is, but rest assured it must be something serious as it has been put back until at least August. Our man in the States has promised to do a midnight raid into Sega HQ to put us in the picture, so more news hot off the press next month!



HANGIN' ON THE TELEPHONE

American Genesis owners could soon be battling over the phone, thanks to a brainstormingly clever peripheral known as the **EDGE 16 Modem**. Edge 16, unveiled at the CES show earlier this year, is the brainchild of US communications company AT&T. The idea behind the scheme may appear to be rather obvious, but the practicality of setting up such a network was decidedly more difficult.

The network utilises something known as **Voicespan** technology which is a 'super high-tech, way above me' telephone line that will not only serve as a link allowing gamers to play each other over the dog and bone, but should enable them to hold conversations (or use extremely colourful language if American players are similar to the rabble in this place) with each other at the same time. The Edge 16 will sell in the US for \$150, with a keyboard add-on for use with the on-line entertainment 'stuff' selling for around \$30.

At the time of going to press, the only games so far compatible with the machine are published by Sega, US Gold and Gametek. However, other software houses currently ready and waiting for a slice of the action are Acclaim and Electronic Arts.

TELSTAR, 2
OPPOSITION, 0

Telstar, the company responsible for the great value double packs, has launched another batch of two-in-one titles. These packs (which are basically two games for the price of one) have been going down a storm with the public according to Telstar game boss Mark Livingstone: "We launched the Double Value brand last year and feel that we've now firmly established it. We spent £250,000 on TV advertising before Christmas and we're putting £200,000 into the Sega titles over Easter".

The advertising and the sheer value for money factor have paid off handsomely for Telstar, with all 87,000 UK Sega titles completely selling out. The four new packs set for release on 21 March are as follows - **Sonic II** and **Bubsy**; **EA Double Header** (**Madden** and **NHL**); and **Lotus Turbo Challenge II** (Three for one!); **Zool** and **James Pond II**; and finally **Global Gladiators** and **Mickey and Donald**. The games will have a retail price of either £39.99 or £44.99.

MORE FROM THE CODIES

Codemasters is up to its old tricks yet again. This time it's not a Game Genie or a great game with little cars. No, on this occasion it's the J-Cart. Pardon, the what? The J-Cart, that's what! What's that then? Well, it's basically a four-player adapter built in the actual cart. Sounds great, but I'll wager the thing costs a fortune. Well, actually that's where you're wrong. Codemasters assures us the games that come along on the J-Cart will sell for the standard price expected of any game

(depending on the size of game), so we can expect to see J-Cart games retailing for around £34.99.

The first game to be released in this catalytic series will be the new Codemasters game Tennis All Stars (which, by a mere blinking of coincidence I happen to have played...and beat Richard 'Codemasters' Eddy first time. Fine game it is too) due for release this May. Other games on the list include Micro Machines 2 and Psycho Pinball.



REVENGE INC

Wolf Team, the chaps responsible for the cacky CD games Road Avenger, Time Gal and Cobra Command is at it again. Yes, it's true, there's no keeping a development team down when the price is right. Back on the rails again after savage attacks by the MAG editorial team and several kamikaze attacks on its HQ, Wolf Team's latest game will be called Revenge of the Ninja. It has some very familiar tones to it and is being released in the States by Renovation.

Ninja promises to have half an hour of "fast-paced animated video" (its words not mine) and "18 levels of non-stop, arcade-style action". We sent this report off to our in-house psychologist and after hours of analysis and deliberation she offered the following: "It's a bloody platform game with a few animated screens in it".

There is a disturbing twist to our story however, dear readers. After you have fought your way through the giant castle (on the most difficult setting), disarmed all the traps and battered the last boss, why not take a quick photo of the end screen? Then send off your picture to Renovation and wait for a prize to arrive in the post. What is this splendid reward? Cash, a holiday, the house of your dreams...unfortunately it's none of the previously listed items. Instead you will be awarded a 'Master of the Ninja Arts Degree'. Remember where you read it first, readers.

WHERE EAGLES DARE

Microprose, after what seems a Stone Rosesque expanse of time, has finally gotten around to releasing F-15 Strike Eagle II in the UK. I have absolutely no idea why the game (reviewed by us well over a year ago) has

finally made it to the UK market. F-15, along with MiG-29, continue to be the two definitive flight sims so far available on the Mega Drive. F-15 will sell for around the £40 mark and should be on the shelves as you read this.



DUNGEON MASTER II: SKULL KEEP

I don't remember the original ever being released in this country. Sure it made it onto CD in Japan, but I never managed to get a sniff of it. Despite this, the sequel entitled DM II: Skull Keep is shortly to be released – on CD no less!

The original was a great game that practically sold the Atari ST, with its massive play area and multitude of puzzles to solve, monsters to slay and...well, it was just a brilliant game full stop. Number two, although generating a lot of interest on formats such as the PC and the Amiga, may never actually see the light of day on a Sega format – in English. Japanese yes, 'cause they're into this sort of thing.

For some reason, it would appear that the licensing agreement is still 'up in the air', as no one will actually commit to translating and distributing the product. Why? Who knows? With the success of Landstalker et al, you'd expect a glut of quality RPGs.



MARIO ANDRETTI RACING

Who? Mario Andretti, that's who! You've never heard of him? You uncultured so and so. He happens to be an ex-Formula 1 World Champion now turned US Indy Car Racing Champion. I know because it's written here in front of me, on an Electronic Arts Sports press release and strangely enough EA will be releasing the game this coming June.

Mario Andretti Racing (MAR) will be...a racing game probably. Something a bit like F1 but in a different sort of car. Hold on a minute, let's see what this press release has to say about it... "Three different types of racing, differing handling characteristics,

full career mode". Gosh, it sounds all very exciting but these press releases have to make the games sound like that, don't they?

Fancy a few more quotes? OK, would you fall for this: "The game features three completely different and challenging racing models". Oh, tell me more... "Feel the oversteer on the slippery mud tracks. Experience three abreast racing on the high-speed tracks". The game will have a two-player split screen and all the other usual attributes we have come to associate with racing games. Keep your eyes open for Mario Andretti Racing – it will be priced £44.99.



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SEGA
MEGA DRIVE

THE LOST VIKINGS™

They just want to go home!

Interplay *Silicon & Synapse, Inc.* *Virgin*

16-BIT CARTRIDGE
FOR USE WITH THE SEGA MEGA DRIVE ENTERTAINMENT SYSTEM
Licensed by Sega Enterprises Ltd. for use with the MEGA DRIVE SYSTEM.



Nº7

Ronnie
at Eastbourne

Virgin

SEGA TO LAUNCH NEW HARDWARE

At the eleventh hour just as the magazine was about to go to print we learned of some startling new hardware developments currently being planned by Sega. It was announced the week beginning 14 March that within the next 18 months Sega was to release a powerful Mega Drive peripheral and a completely new standalone Mega Drive before the continually delayed Saturn gets its release in late 1995.

This announcement confirms our speculations of new developments on the Sega front as reported on the first page of this month's news (see page six). Rumours have been around for quite some time now that Sega was looking to bridge the ever-lengthening gap between the present day and the inevitable launch of its troubled Saturn machine. The release of both the add-on and the standalone machines will not only bide Sega's time, but it will also continue to push the technological boundaries that Sega seems happy to dictate, as well as strengthening the hold that the Mega Drive has in the console market.

The new add-on which is currently entitled Mars, is set to be released sometime nearer Christmas at a fairly affordable price of £150. Connecting to the Mega Drive through the cartridge port it packs two 32-bit RISC chips, a video processor and extra RAM. In short, this will enable the Mega Drive to display more than 256 colours on screen and improve its current 3D capabilities, allowing the machine to handle more advanced polygon-based graphics, as well as greatly improving the machine's audio quality.

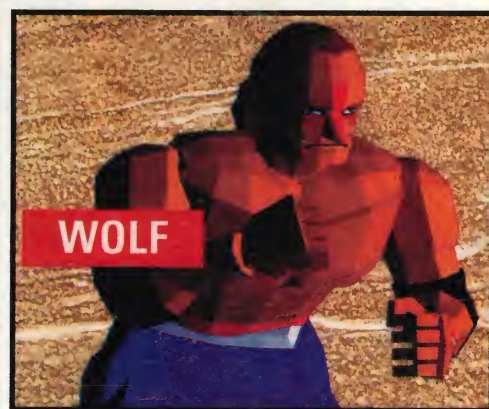
This advancement means that games such as Virtua Fighters will now almost definitely find their way into the home before the year is out. The technology that has been included into Mars is

powerful enough to generate the superior speed and graphical capabilities needed for Virtua Fighters, but it will also pave the way for future high-powered arcade games to find their way onto the consoles. Originally the carts were going to need hardware chips built in pushing prices above the £100 mark, but the Mars will mean a one-off payment for the hardware leaving the games themselves below £50.

The Mega-CD will also benefit from Mars by enhancing its graphical and audio capabilities still further. It also means that we could see two different versions of the same game emerging; one making use of Mars and the other remaining non-compatible. However, if this were to happen we would not see the same circumstances arising on cartridge as the games developed would be specifically designed for Mars compatibility only.

The second unit which is, as yet, unnamed will be a standalone Mega Drive featuring all the Mars technology already built-in selling for around £175-£200. The new Mega Drive, which we believe could very well be the highly rumoured Mega Drive 3, is scheduled for release in the first quarter of 1995 and although it will be cartridge only it is to be compatible with a standard Mega-CD unit.

These two machines will then lead the way for the Saturn which is now scheduled for release in the latter half of 1995. It was hoped that we would obtain more information on Sega's developments at the summer CES in Chicago this June but we have just learned that Sega has now pulled out of the show claiming simply that it wishes to "do its own thing" (source CTW 14/3/94). This move is in favour of a Sega-only spectacle at Florida's Disney World sometime in May. More informative news then.



To whet your appetite for the 'almost definite' conversion of Virtua Fighters to the Mars (and maybe even the Mega Drive) are some picture of the incredible CG-board arcade machine in action. Better than Street Fighter II? Well, if the crowds around the machine in our local arcade in Oxford are anything to go by, then certainly. The incredible rotating viewpoint puts this way ahead of Capcom's effort



MEGA DRIVE CHART

- 1.....SONIC 3
- 2.....NBA JAM
- 3.....FIFA SOCCER
- 4.....WINTER OLYMPICS
- 5.....ALADDIN
- 6.....PGA GOLF 2
- 7.....MORTAL KOMBAT
- 8.....ZOMBIES
- 9.....SENSIBLE SOCCER
- 10....STREET FIGHTER II

MEGA-CD CHART

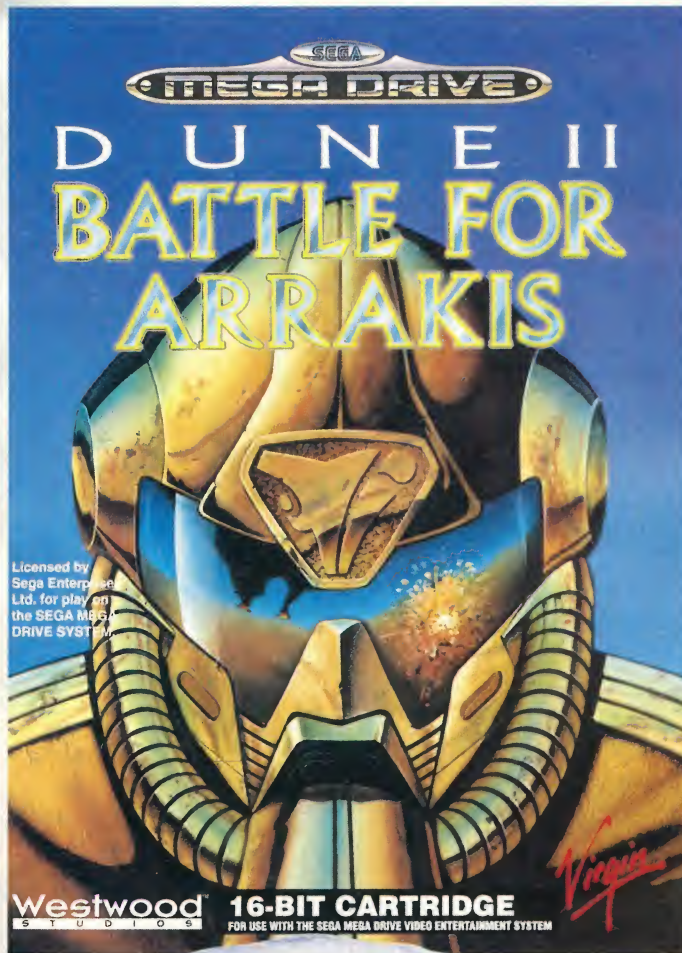
- 1.GROUND ZERO TEXAS
- 2.....MICROCOSM
- 3.....RAGE IN THE CAGE
- 4.....PUGGSY
- 5.....THUNDERHAWK

"Turns out to be one of the tastiest strategy games ever designed for a console."

MEGATECH JAN 94 **91%**

"This is my favourite game of the year-if not ever."

MEAN MACHINES JAN 94 **93%**



"There is only one thing you'll need to know: Buy it."

SEGA PRO **90%**

"... Dune 2 is the best Megadrive game of the year."

SEGA POWER JAN 94 **90%**

No.6

Maggie
at Port Vale

Virgin

100% A L W A Y

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Ring 071 700 3100 and tell London something it needs to know
Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Order an empty skip and leave it outside your house for a week
Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Every day at the same time stop and think about something wonderful
Go and see Ryan Giggs

Get your nipple pierced

Read a page from a book by Charles Dickens
Have a day without TV

Play football in the street

Hug someone of the same sex

Give £100 to a down and out

Put your change into a bottle for a year and give it to charity
Make a statement

Visit Great Ormond Street Hospital
Begin something you've always wanted to begin

Go to the market and spend 10p
Learn something new every day

Throw away your watch

Laugh

Make everyone at work a cup of tea
Take a picture of your back

Take a friend to the zoo

Go for a day without speaking

Write to Mother Teresa
Turn your radio up full blast

Say a prayer every night

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'
Tell someone a secret

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage



TUNE TO 100FM,
CLOSE YOUR EYES,
STICK A PIN IN THIS
PAGE AND DO IT.

- Give up your seat on the tube every day
- Take a bath in milk
- Climb a tree
- Watch 'It's a wonderful life'
- Get on a bus you never got on before
- Drink a glass of water
- Clean your ears
- Dream for the day
- Visit New York
- Listen to Jazzie B's next show
- Get up an hour earlier tomorrow
- Do 100 press-ups
- Eat something you've never tried before
- Ride a Merry-go-round
- Say hello to a policeman
- Spend an hour in a place of worship
- Send someone a telegram
- Put your sofa in the kitchen
- Go to a museum
- Write a fairy-tale
- Help a stranger with their shopping
- Sing a song at the top of your voice
- Learn to listen more
- Go home a different way every night for a week
- Make a wish
- Write to your MP
- Put on a dress
- Stop saying no for a whole week
- Take your granny to the movies
- Paint your toe-nails
- Carry a flower all day
- Feed someone else's meter
- Write a poem
- Visit an art gallery
- Feed the birds
- Shave your head
- Dance in the front garden
- Get on a bus you've never been on before
- Croon to your partner under a full moon
- Do a jigsaw puzzle
- Get your hair cut
- Dance in the rain
- Fast for a day
- Buy a hat
- Use a fountain pen
- Walk home today
- Feed the dog
- Invite your neighbour to tea
- Give your favourite possession away
- Memorise a Woody Allen joke
- Tell the truth for a day
- Scream
- Put the kettle on
- Take up knitting
- Listen to Rodigan's next show, in the park
- Only boil as much water as you need
- Learn a new word every day
- Do one thing to make the world a better place to live
- Forgive someone
- Tune into Caesar tomorrow morning at 4am
- Buy a friend your favourite book
- Tell someone you appreciate what they do
- Buy your boss a present
- Buy the next record you hear on Kiss
- Wink at someone ugly
- Talk about God with a friend
- Make a million pounds
- Walk on the grass
- Tell someone your dreams
- Do a cartwheel
- Learn to fly
- Stop someone getting AIDS
- Put your name on a star
- Say yes for a day

Kiss
100fm



INFORMATION

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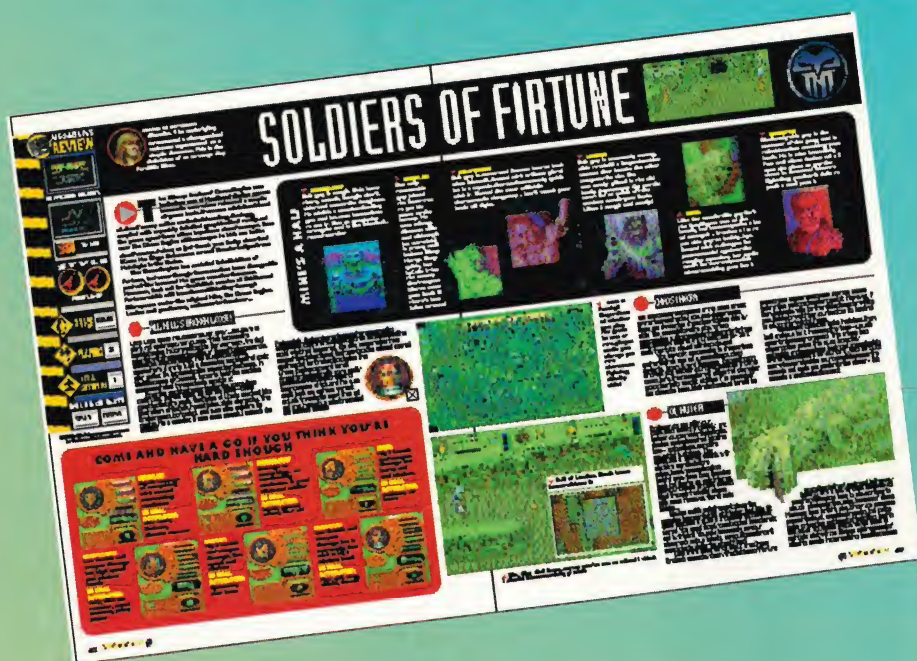
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BUBBA 'N'

REVIEW

It looks as though it could be third time lucky for MAG where Bubba 'N' Stix is concerned. So far in our hallowed pages we have managed to play a 25 per cent complete version and more recently, only three issues back Core slipped us a preview copy that was a pubic hair away from completion. Now, after the odd sleepless night (DTs – nothing to do with the game), the final game has found its way down to Oxford all the way from Derby, home of Core Design.

Right, let's sort out something straightaway – Bubba 'N' Stix is a platform game. These days any platform game worth its salt has to offer something a little out of the ordinary (unless of course the name of the game happens to be Sonic), and Bubba 'N' Stix luckily for Core, does happen to contain one small feature that lifts it above the rest of the mundane and overcrowded platform market...a stick.

BAZOOKA JOE

How and why this stick comes into being is worth a few lines of explanation. At a later date it shall be revealed why this stick can be best described as the saviour of the game, but first a little story. The main character of the game is one Elvis – an everyday bloke who is employed as a delivery man. He owns a magic stick as it happens, but space aliens (little devils that they are) decide that this chap would be an ideal specimen for the intergalactic safari park they are currently building several light years past Ursa Minor.

Late one night the deed is done and before Elvis can cry "Leave the rain forests alone," he is heading towards a life of imprisonment. After a quick tally up

THE LAND WHERE ALL WAS NOT GOING TOO WELL

This alien planet is just not what we expected. The aliens may lead Earth when it comes to technical progress, but their social skills are severely underdeveloped. Look at what poor Elvis has had to put up with since he departed from old Mother Earth...



The alien forest. An alien is trying to drop a large boulder onto Elvis' head. This place is crawling with bad life-forms



Watch out Elvis, that tree appears to have facial features and is creeping up behind you!



Stick shows his uses. Here he doubles up as a small stepladder



Push that rock over the ledge, aim for the large boulder, then leap over the gap



These small things are a constant nuisance. Time for Stix to pull on his boxing gloves and sort them out



Not quite fast enough that time. The alien laser blast knocks Elvis from his feet. Better luck next time, hey readers?!

I' STIX

One man, one stick and an alien invasion. Keep talking, I'm intrigued...

This pesky switch won't work. A few bashing from my trusty Stix should sort that out



In the jail - very self-explanatory. Banged up with no bail and no probation, even though it's a first offence



This nice five-storey building is covered with slime and packed full of killer bagpipes, skateboarding mice and slime balls. Very civilised I must say



In for a dip to wash off all that slime. Not even in the pool is Elvis safe from marauding aliens and big fish



Stuck under a volcano with only a small stick and the occasional killer bat to keep him company. It goes from bad to worse



This is what I expected - moving stairways, gleaming walls and high-tech gadgets. Hold on though...the cameras have built-in laser guns. So much for great civilisations!

already know has a stick, not any old stick but a magical stick. Why doesn't he abracadabra himself back to Earth? Because it's not that type of magical stick - it is a conglomeration of a boomerang, a small stepladder, a highly illegal lethal weapon...and there's more. The stick is the key to the game, because without it Elvis would be lost, the game would simply be titled Bubba (Elvis' nickname) and would probably be yet another faceless game we would undoubtedly slag off and throw into the nearest bin.

This however is not the case, not even near to the truth, because this game contains 11 levels of difficult puzzles, inventions and monsters. Strange alien kidnappers pursuing Elvis wherever he may venture, some great sprite animation, bloody good scrolling and a large dollop of humour which adds up to several hours or even days of fun.

CHEESED OFF

We begin our quest in the alien forest, which is a great place to learn what our stick can and cannot do. The wonder of it all is this - Core has obviously realised that the majority of gamers flick through a manual, plug in the game and off we go, only to be killed after a few minutes because we failed to execute that incredibly delicate and difficult special move. To prevent this scenario, the first stage of Bubba 'N' Stix is relatively easy to complete and is ideal for developing your stick skills. There are also a few puzzles in there to keep you occupied and on the whole it's good stuff.

Monsters abound around this neck of the galaxy and the chaps at Core, by the looks of things, have spent many a night supping the old Mescaline to come up with many of the weird and wonderful creatures that are out to stop Elvis. On the early stages of the game it's sneaky trees and mutating



This may appear to be a large wobbly jelly, and for all I know it could well be one. However I'm using it as a platform from which to launch myself at the far rock



Faster than fast, stronger than strong. Elvis by name...erm, good jumper too



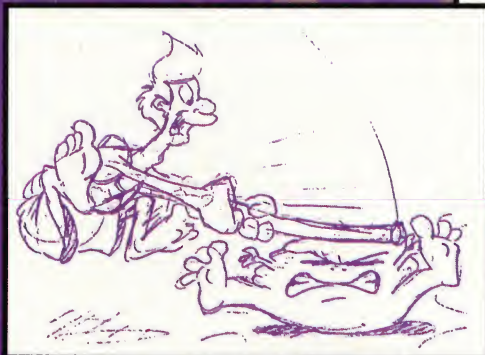
Mmm, another puzzle. A large beach-ball, a stick and some slime. Anybody...?

Oh no, it's the friendly daft thing that doesn't really do anything except get in the way. It's a cutie though - look at those eyes. Awww!



BLACK AND WHITE BUBBA

When we first learned of Core's intention to develop Bubba 'N' Stix, we immediately rushed up to Castle Core so we could bring you the first ever work in progress. Now we've managed to get our mitts on the complete game, so here is a comparison of the black and white early pre-production sketches and the finished game. The outfit now worn by Elvis has changed somewhat, but the majority of the moves made by the main character seem to fit in perfectly with what the artists had in mind. A fitting tribute to the programmers, graphic artists and the coders who all worked on the game.



Oh mercy me. Elvis never did learn how to change a plug and it's all catching up with him now



Careful now, these platforms don't hang about. Easy on the left, steady on the right



Yet more aliens attempt to put the dampers on the party. Stix to the rescue



Underwater, overground, in the air. The new James Bond perhaps?

Stir it up and mix it round. Perhaps that door will open



Floundering like a beached whale. Perhaps it's time to restart this stage!



CONTINUED green bushes that provide the fodder for stick target practise, but pretty soon we have the opportunity to slug it out with (among other things) aliens that appear to be a cross between castrated male genitalia and a set of orange bagpipes, plus the mad, skateboarding mice from hell!

Place these bizarre aliens onto the great, colourful backdrops that are ten-a-penny in this game and feast your eyes on some spot on graphics. Special mention must go to the Core artists – despite being very limited in their colour palette they have done a fine job. The sprites and alien worlds are splendid indeed.



It's that useful map yet again, this time directing me to the zoo. How kind



More trouble. The airport police are onto me – these boys don't play games



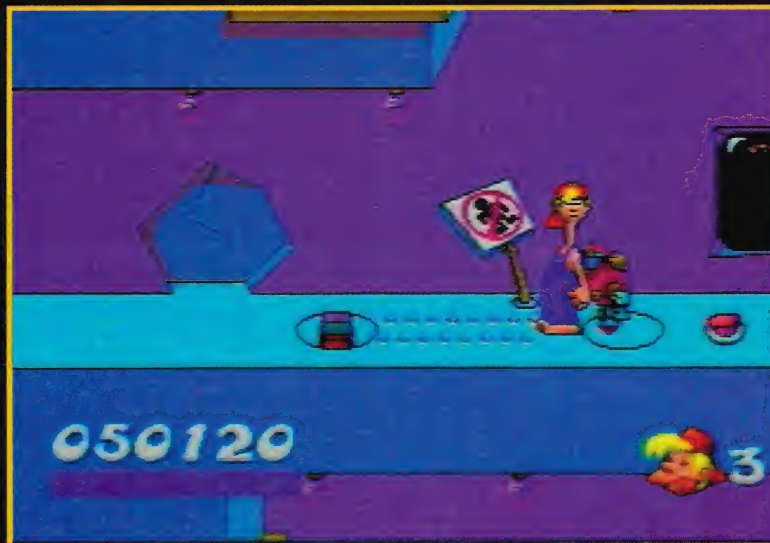
So it would appear that Core has a real winner on its hands here. In my humble opinion, Bubba 'N' Stix should make a big impact on both the cartridge and Mega-CD markets (the game is to receive an official release on CD a few months after the cart version, with added animation between levels).

BATHROOM BLUES

However be warned – if you are expecting non-stop arcade/puzzle platform adventuring from this game, then you should think twice. Despite the funny cartoon characters Bubba 'N' Stix does have a rather serious element to it, and many of the puzzles from stage two onwards can be infuriatingly difficult, requiring more than a little careful thought before it becomes apparent what exactly needs to be done. I confess to enjoying this sort of game, but it may not be everyone's cup of tea.



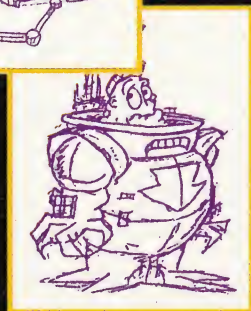
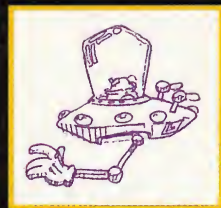
GERRY



Too much pressure. Death will shortly follow. Rest in peace, old boy

SECOND OPINION

A round of applause for those chaps at Core for designing an original platform game – we thought it was impossible, but they proved us wrong. Some of the solutions to the puzzles are quite ingenious, but I found that sometimes I was stuck without a clue as to what to do next. Graphically things are a bit simple, but the animation is very smooth and looks pretty good. I liked it, but this won't appeal to everyone. LEE



BUBBA 'N' STIX

PLAYERS: 1
DIFFICULTY: HARD
PLATFORM

GRAPHICS

8 Very nice. Well-depicted sprites, big colourful backgrounds. All in all, very satisfying

SOUND

5 It's OK – nothing to get excited about, but if I'd wanted to listen to music I would have bought the new Julian Cope record

PLAYABILITY

7 Some of the special moves the stick can perform may take a little time to work out. Nothing too taxing...initially!

DURABILITY

7 It may not have the instant appeal of many of the more hyped platformers, but it grows on you

UPPERS

- ▲ Quite thought-provoking
- ▲ Excellent graphics

DOWNERS

- ▼ Certain stages of the game are a little tedious

ALTERNATIVELY

Puggsy. Yet another platform game (Arghhhh), but it has loads of puzzles to solve. It's a pretty good game from Psygnosis, which most of the usually corpse-like people in this office seemed to enjoy!



81%



(Left) Make sure the intruders don't escape, like this one just has



Always keep an eye on the basement. If someone gets to the power they can put your lights out - literally



Bad acting alert! This geezer puts on a terrible performance as he tries to avoid the swinging chandelier. Thankfully it gets him anyhow. Chalk up one more victim

DOUBLE SWITCH

Imagine Night Trap without the naughty bits and what have you got? Looks a bit like Double Switch.



See ya later, handyman! He's just been hit on the head by a trap in a nearby column, and he is now lying on a conveniently placed trapdoor that is about to open...



The emergency exit in the lobby is linked to a ceiling fan that drops down and splats anyone nearby! Kids beware - there's no sign of blood or anything gory so rent Brain Dead instead

While looking down a hole this bloke gets caught from behind by a mummy. Lovely



REVIEW

Night Trap was supposedly the first 'interactive movie' on the Mega-CD and caused a massive fuss because of a few dodgy scenes involving teenage girls. There really was nothing 'scandalous' in it at all, but it caused much debate on the letters page and brought about the new games classification scheme that is about to be implemented. All that fuss over a girl combing her hair in the bathroom!

The aim of the game was to move around a house using traps to capture invading aliens at certain times. If you weren't on your toes, innocent girls would get captured and that would be that, ie game over. Double Switch is a similar game (too similar in fact), but it doesn't have any scenes that are remotely saucy which was Night Trap's main appeal.

PRAYER OF THE ROLLER BOYS

All of the action takes place in a hotel called the Edwards Arms which has been run by the Edwards family for many years. Eddie Edwards is the current owner and he noticed that the hotel had got a bit run down over the last few years and decided to do it up. Being a bit loopy he built a load of traps designed to catch any burglars, and it is a good job that he did because for some reason loads of gangsters started breaking in left, right and centre.

Perhaps these events were something to do with the legend telling of the pile of gold hidden somewhere in the house, or maybe it was to do with an ancient Egyptian statue that one of the tenants apparently owns.

Normally Eddie would have been able to deal with the situation before it got out of hand, but some nasty piece of work locked him in the basement, and this is where you come in. Your first task is to locate the four codes to release Eddie while protecting the tenants from the hostile forces. By looking through cameras placed strategically in each room you can keep track of what is going on in the building at all times. This is easy at first, but when things get going it is hard to decide which room requires your attention the most.

The main problem is; how do you find the codes if you can't actually have a



The traps should be used to catch intruders, but you can catch the tenants as well!



It's Debbie Harry again, and a load of blokes dressed in green. Talk about colour coordination

Great! One of the burglars has found a code. Get four of them and Eddie is free to go to level two

Carefully study the map of each room to see where the traps are. It makes no odds in the game, but study it anyway

DOUBLE SWITCH

DOUBLE SWITCH

PLAYERS: 1

DIFFICULTY: MEDIUM

INTERACTIVE ADVENTURE

GRAPHICS

8

Some of the best FMV we have seen, and there's loads of it

SOUND

9

Straight from CD, what can I say?

PLAYABILITY

5

Fun at first but gets tiresome

DURABILITY

5

Repetitive, repetitive, repetitive

UPPERS

- ▲ Nice FMV
- ▲ Debbie Harry
- ▲ There is a famous martial arts film star in it

DOWNERS

- ▼ Not enough to do
- ▼ No naughty bits either

ALTERNATIVELY

Night Trap is very similar but it was more controversial and therefore more interesting. Stalk around a house protecting lovely young girls from the evil invading aliens who don't look like blokes in black clothes, honest.

58%

THANKS TO DREAM MACHINES 2.
TEL: 0429 869459.

ATCH

shufti about yourself? What you have to do is wait until one of the burglars rifles through someone's room, and watch through the camera to see if they find the code. This is easier said than done because to protect the tenants it is necessary to set off traps when the chosen victim is standing in the right place. Each room has two traps so a quick decision must be made as to which trap will succeed in capturing the villain.

All of the action is shown using FMV which, thanks to the joys of Cinepak, is some of the best yet seen on the Mega-CD. The same can't be said however for

the acting, which is hilariously bad at points. Having said this though, I must point out that the main characters are portrayed well, and the cast includes people like Corey Haim (Lost Boys, Watchers) and Deborah Harry (Singer and star of Videodrome).

Even a fine cast such as this cannot cover up the boring nature of the game however – all you do is flick between cameras and wait for a character to stand in the right place. It's fun at first but after trapping someone for the umpteenth time in the same trap it all gets very tedious.

FAST GETAWAY

This is just another stab at an interactive movie...with very little Interaction going on. There is a story that gradually gets revealed, but you never actually get to hear what the characters say because there is always another criminal to be captured somewhere in the house.

As a concept Double Switch is good, but it just doesn't work well as a game due to its repetitive nature. This is a great shame.



GERRY

SECOND OPINION

The FMV in the game does look good, but unfortunately the game-play doesn't live up to its visuals. It is enjoyable for a while, but then it becomes tiresome. The fact is, you cannot be everywhere at the same time, and this game requires that you do exactly that to proceed. If you do badly, you have to repeat the same stages again and again, and the desire to continue lessens every time.

The acting in this particular 'film' is better than that of previous efforts, and the speech too is excellent, but neither can save this game from the bin, where it deserves to be. **LEE**



It's that famous martial artist bloke whose name I can't recall. He's not as good as Jackie Chan anyway



Debbie Harry keeps on hanging about in the lobby – for some reason she's dressed up like Cleopatra. You should stick to being blonde, Debs luv



The handyman is an annoying old twerp, but he has a few good tricks up his sleeve as well. Why do people always eat pasta in these games?



Another sucker is about to bite the dust. You know when to activate the traps because they always tread on coloured squares such as this

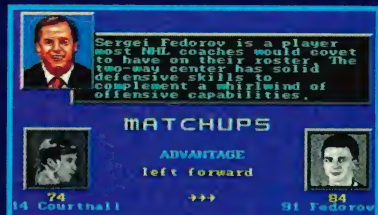


Hidden away in this wall is a coffin that will trap any passers by if activated at the right time

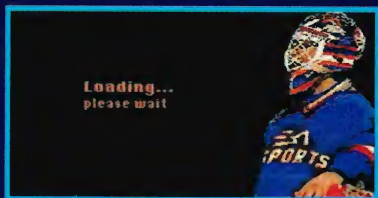




The introductory options screen, where the whole game is controlled from



Ron Barr offers 'valuable' pre-game advice on the teams and player match-ups



Now there's something you don't see very often - the downside of the Mega-CD

NHLPA '94

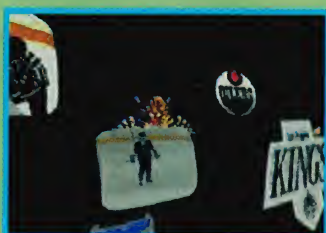
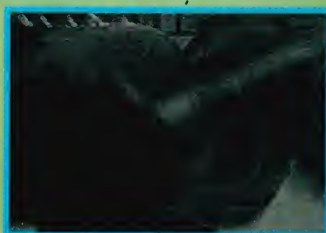
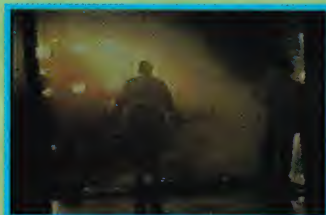


It's the face-off. Hold onto your hockey sticks, chaps. This is the big one! (?!?)

A-skatin', a-shootin', a-scorin', a-Mega-CD game from EA Sports!

ST TRINIANS

Once more we have an FMV presentation for your delight and delectation, something that's rapidly becoming the norm for Mega-CD games. NHLPA isn't original as far as the film sequences are concerned, but the way it's all presented TV show-wise with rolling titles and showbiz music makes it stand out a little from all the rest.



REVIEW

From being a small sports game offshoot of Electronic Arts, EA Sports has grown over the years to become one of the world's most respected development and publishing houses. Back in the days of EASN, I can remember EA Hockey being probably the first Mega Drive game that really impressed me. It no doubt impressed everyone else, as it gained an official licence from the National Hockey League of America when its sequel was released.

This time it's the Mega-CD's turn with NHLPA Hockey '94, which is not only the first CD hockey game to appear, it also marks EA's first foray into the Mega-CD market. To begin with, don't be disappointed when I tell you that NHLPA CD appears at first to be nothing more than the cartridge game on CD with a splattering of added FMV at the front end to liven things up a little. It does have the obligatory FMV sequence and vastly improved sound (courtesy of Commodore 64 music legend Rob Hubbard), but the game itself has improved ever so slightly both in terms of speed and the vast amount of in-game options.

ICE T

Usually (and a perfect example would be last month's basketball travesty NBA Showdown) too many options would make the overall gameplay suffer, however due to the CD's capabilities, NHLPA not only appears to play a lot quicker than the cartridge game but some superb extra options and effects have

also been crammed in. Player cards for instance, display each of the 28 teams' players' statistics and their previous clubs, along with a run-down of the individual clubs' strengths, a pointless but nice picture of the club stadium and a small piece of FMV footage of the team in action. Impressive, if only because there's a separate piece of animation and statistical run-down for every team in the game.

As per usual in an EA Sports game, the TV-like presentation is first class, as are the user-friendly options screens both before and during play. It is four-player adaptable for those 'friendly' group games, plus there are two separate play-off series to mess around with in addition to the regular season friendly matches.

All games are played during the imaginary EA Hockey Night, with scores from other games constantly flashed up during the interval screens between periods. Ron Barr is the host of the proceedings and provides a full personal commentary before the game, focusing on the teams and individual player match-ups - all clearly spoken thanks to the CD sound. Practically every aspect of the sport has been covered and crammed into the options, but even complete novices can quickly jump straight into a game either against a friend or the Mega Drive - a testament to some superb programming.

VIENETTA

Pre-game the players can choose a team, toggle the length of the match, the penalties, line changes and the auto/manual goalkeepers. Records can be saved to the Mega-CD RAM and one of four game types can be selected - regular season, play-offs, play-off seven games and shoot-out. Once through the



Ha Ha! That'll teach that smarmy git to charge me in the back. Chew it, sucker!



Some poor geezer ends up in the dugout after a run-in with 'Mr Ice' - Rich Lloyd

94 CD

pre-game screens it's into the game itself, which remains the playable, challenging game we all know and love.

As I've said, the cartridge NHLPA suffered from a slightly slower running speed than the original game, but this seems to have been remedied on the CD. The play sweeps from end to end at a frightening pace, scrolling smoothly in all directions with suitable ice-skating effects. The crowd is well animated, similar to FIFA Soccer at times, and as always they are in full voice right behind the home team as the crowd meter option informs you after the game (in decibels!).

ICE CUBE

Animation of the players is superb – they really have character, but anyone who has played EA Hockey will already know that. The blood on the ice is missing unfortunately, as are the fights, but these features were admittedly annoying after a while on the previous versions. Certain people in the office complained that it was too difficult to score, but I can't say I found it any harder than the first two games. The opposition difficulty is varied which is good if you're new to the game, but NHLPA remains as tough a game as it always was, even for seasoned professionals.

With an official licence to back it up, this game contains the most up to date teams and players you'll see in a hockey game. In fact I would go as far as saying that NHLPA '94 is about as close to a perfect, fun ice hockey game as you can get. This is a much welcomed return to form for Electronic Arts and a real treat for Mega-CD owners who have recently seen the overall quality of software improve for their much-maligned machine.



LEE

At the end of a game the star players are displayed – usually the goal scorers and assisters. This is valuable information if you're a traffic warden. Probably



SECOND OPINION

NHLPA '94 on cartridge was an excellent game and this is just as good, because basically it is the same game but on CD. Of course, being a CD the music has been improved enormously and there are some excellent bits of FMV, including a full-screen piece of a hockey game in progress. The presentation marks this game above the rest, because it looks as if you are watching a television programme! If you don't already own NHLPA '94 and have a Mega-CD, this could just be the answer to your prayers. It's faster, it sounds better and the wealth of options and info are a hockey fan's dream. Highly recommended. GERRY

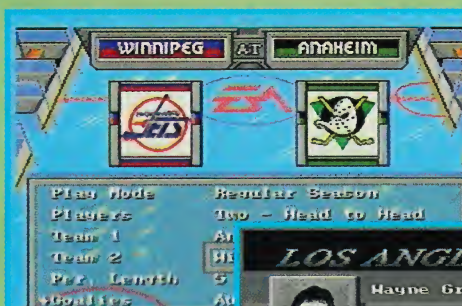



The action replay feature rears its ugly head once more in NHLPA '94 CD. Superb as usual



FUNNY FEET

Being an official licence, NHLPA contains the most up to date game set-up around. Famous players such as Wayne Gretsky, Mario Lemieux and Patrick Roy are here, along with Disney's very own ice hockey team and the NHL's newest addition to its ranks (whose name was inspired by a very poor film starring Emilio Estevez), The Mighty Ducks of Anaheim.



LOS ANGELES KINGS					
					
Wayne Gretsky					
Shts L, 6' 170 lbs					
Born: Brantford, Ont. Jan 26, 1961					
Season	Club	Lea	Regular	Gp	A
1976-77	Peterbor	OHA	3	0	3
1977-78	S.S. Marie	OHA	64	70	112
1978-79	Indinap.	MHA	8	3	3
1979-80	Edmonton	MHA	26	33	81
1980-81	Edmonton	NHL	80	55	109
1981-82	Edmonton	NHL	80	92	120

NHLPA '94 CD	
PLAYERS:	1/4
DIFFICULTY:	MEDIUM
SPORTS SIM	

GRAPHICS	
8	Fairly good FMV and the usual quality EA Hockey graphics during the in-game sequences

SOUND	
8	Good effects, superb organ sounds and typical bone-crunching effects

PLAYABILITY	
8	It's EA Hockey with added extras!

DURABILITY	
9	Scores eight points for its one-player option and one extra point for the four-way play

UPPERS	
▲	One of an exciting series
▲	Very playable
▲	A decent price

DOWNERS	
▼	Sore thumbs
▼	No multi-tap
▼	I've not got enough friends for a four-player game!

ALTERNATIVELY	
There's no alternative as far as CD games go, but the NHLPA Hockey series is two games old on cartridge and probably going cheap in bargain buckets everywhere.	



86%



PRINCE OF PERSIA

SOFTWARE HOUSE: DOMARK

PRICE: £39.99

REVIEWED: ISSUE 19

Domark's answer to All Baba finally winds up on the Mega Drive after appearing on every other format known to man including the Mega-CD. A good game when first released and if anything, like a good wine it has improved with age (Arghhh, cliché alert). The idea of this game is to traverse the dungeon and save the princess from all manner of evil beings.

This game caused quite a few rumblings when released, with the animation of the main sprite looking great – it still does. Almost cartoonish in appearance, packed to the limit with mazes, deadly spikes and sword-throwing thieves...this game is bound to have the most hardened of players slaving over their D-pads for weeks. Superb-looking backgrounds and some great use of colour combine to make Prince of Persia a rarity among

games – it manages to look great and still have layers of gameplay.

Pre-dating Aladdin by almost three years, Prince of Persia is still rated highly in an age when decent platform games and new ideas are very thin on the ground. Great graphics, classy-looking stages and a decent challenge – what more could you ask for in a game? Oh, the music is also good. More welcome news: Prince of Persia 2 is just around the corner.

OVERALL

86%



HOT

DR ROBOTNIK'S LEA MACHINE

SOFTWARE HOUSE: SEGA

PRICE: £39.99

REVIEWED: ISSUE 19

Sega's flogging a dead hedgehog", "rip off" were a couple of the numerous comments flung around when details of this game were first announced, but a few minutes of playing this little gem soon silenced the loudmouths. Dr Robotnik is simply a fun-filled version of Tetris or Columns. It's easy to understand, is simple in design and provides hours of totally addictive fun. The Sonic tie-in will hopefully

introduce the puzzle game to an audience who would never usually go for this sort of thing.

You have to save the beans from the damp prison cell and stop Robotnik from ruling Beansville. Start off by taking on the mad old Doc's henchmen and progress to the grand final which should have you battling against the barmy doctor himself. This will provide hour upon hour of fun for all the family with not a platform in sight, and there's no need to worry about all this violence we have been warned about in video games. A worthy game to carry the Sonic flag.



GROUND ZERO TEXAS

SOFTWARE HOUSE: SONY

IMAGESOFT

PRICE: £44

REVIEWED: ISSUE 19

Two CDs and hours of full-motion video? This must be Ground Zero Texas – the game that saved the CD. Well, not in my book but resident reviewer Rich seemed to think so when he shot the bad guys way back in issue 19.

Way down in Texas, home of JR and rich Americans, people are disappearing for no apparent reason in a town that sits at Ground Zero. (What does that mean anyway?) Some chap in the US military susses out that alien invaders are taking over the bodies of



the home-loving Americans and are using them for their own evil needs.

What next? A special forces team is sent in undercover to kill the invaders, that's what, and this is where you come in. A rootin' tootin' gung-ho member of this all-conquering squad, your job is to blow away every alien that moves...and that's about it really. The killing is all done by you using four remote-

controlled laser cannons with video cameras. You have to kill the aliens (who are real actors), collect codes and find a number of items.

In my opinion this is nothing more than Operation Wolf with live actors and FMV sequences that grate on your nerves after the second viewing. This is an expensive purchase for what is a



very basic shoot'em-up, but so far another game of this type has yet to better it.



OVERALL

82%

STUFF

N BEAN

OVERALL

84%



It's a veritable feast this month with loads of games to choose from, so get your hand in your pocket and spend, spend, spend. Alternatively you could always send the cash to 'Rich's haircut fund' c/o Maverick Mags.

SONIC THE HEDGEHOG 3

SOFTWARE HOUSE: SEGA

PRICE: £39.99

REVIEWED: ISSUE 19

OVERALL

92%

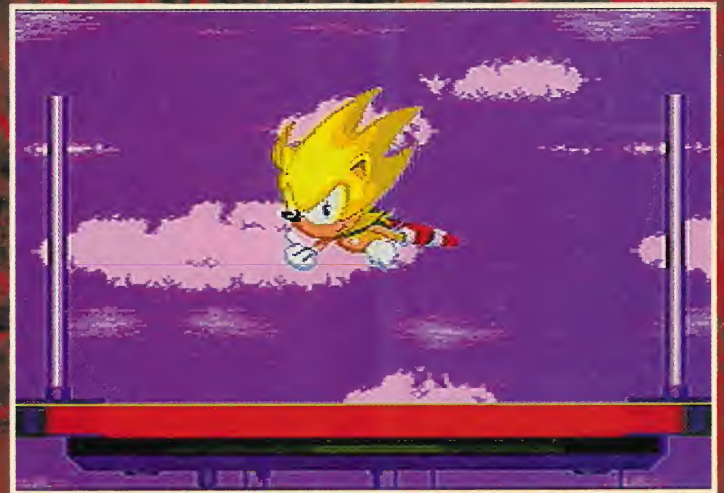
More top-class platform action from the blue spiky one, this time with longer levels, and more varied enemies. The graphics are better, the sound is fantastic and although we've finished it in the office, we don't expect many people will reach the end too quickly.

The special stage too is new and improved and this time it is set over a huge revolving sphere. Here the idea is to collect all the blue spheres and avoid the reds to get the Chaos Emerald. Sega has also seen fit to include a new bonus stage set in a gumball machine where you collect bonuses as you bounce around.

Sonic and Tails (again) are joined not only by Robotnik and his Badniks, but also by Knuckles who is a native of the Floating Island where the game is set. Knuckles is a very misled youngster, and works with

Robotnik against Sonic to make his life harder.

Many new forms of transport are offered to Sonic, including rope swings, gravity discs and even a snowboard. The action is very fast, and furious, and the game is a joy to play. Buy it now before it sells out, and don't forget, even after you've finished it you still have the two-player split-screen game to play again and again with a friend. Excellent!



CASTLEVANIA: A NEW GENERATION

SOFTWARE HOUSE: KONAMI

PRICE: £44.99

REVIEWED: ISSUE 19

Castlevania was a smash hit on the Super NES and this version is excellent as well. The first games told the story of Simon Belmont fighting Count Dracula, but now, 300 years later, a new generation of vampire hunters are needed to fight the Prince of Darkness. Cue the entrance of our two new heroes; John Morris and Eric LeCarde.

At first this seems like another average platform slash'em-up with your characters whipping various beasts left, right and centre, but things soon start hotting up in this

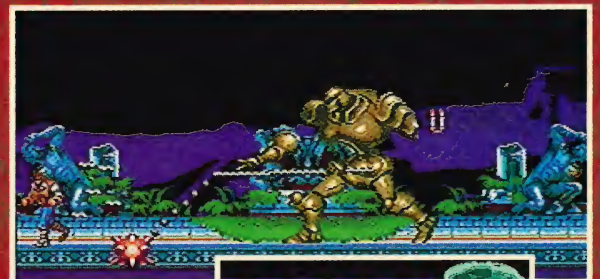
graphical tour de force. Some of the later levels are simply astounding, with surprises jumping out all over the place, and the graphics have to be seen to be believed. Even some

OVERALL

91%

Mega-CD games don't have sprite and background rotation as good as this gem.

The best new feature of this game is the ability to choose your character — each has weapons with unique abilities meaning that a different approach to each level is needed. This, combined with the different skill settings, means that this is one of the most challenging games we've seen recently, and has a very long shelf life indeed. It isn't often you see platform games with such originality as this.



SKITCHIN'

SOFTWARE HOUSE: ELECTRONIC ARTS

PRICE: £44.99

REVIEWED: ISSUE 19

It's Road Rash 3! Or is it? As a matter of fact it's better than any of the Road Rashes, and it doesn't involve motorbikes! Instead you rollerblade along the highways grabbing a lift from the rear-bumpers of passing cars, doing stunts from roadside ramps, and fighting with fellow participants. Pick up weapons from the road, and punch and kick your way to success! Watch out for the Highway Patrol, or even grab a ride if you have the nerve.

Get hit too many times and you have to take a trip to hospital, and then get faced with the bill! The graphics are excellent with a great rolling road, and well-animated sprites. The sound offers a selection of 12 thumping rock tracks, as well as several grunts and groans.

The idea is to score points from

your stunts and to earn money to improve your kit and continue racing. This game features excellent two-player head-to-head modes, and even an eight-player tournament. The presentation puts this head and shoulders above many of the month's releases, and it isn't easy either! Great stuff from EA who has shown some originality. Just don't try this at home kiddies!

OVERALL

81%

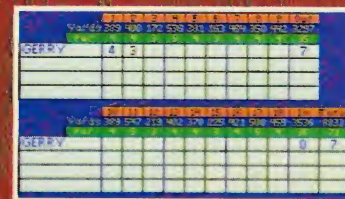


PGA GOLF

SOFTWARE HOUSE: ELECTRONIC ARTS

PRICE: £44.99

REVIEWED: ISSUE 19



That master of sporting simulation Electronic Arts pops up yet again with another in the PGA series. As the title suggests, in this outing we get to take on all the famous European golfers and knock the balls around the best-known courses on the continent. I have never been a great golfing fan and always kept most things 'golffy' at arm's length, but when this arrived there was no way I could wriggle out of reviewing it. What a surprise I had when I did play it - I loved it! The control system appears very difficult to get to grips with but after 10 or so minutes you can be on the green with rest of them.

PGA Euro plays like a dream and incorporates a great behind-the-person perspective. This new and updated game includes a few new features not to be found on the other

PGA games, such as the driving range and several new 'view ball' features. Some of the options are very complex, for example the computer will take into account the harsher climate of Northern Europe when playing games. There is the chance to win millions of pounds in trophy money and move to the top of the golfing ladder. Great fun to play when you're alone, even better with a friend, but plug in the 4-way play adapter and a fight will break out.

OVERALL

85%

NBA JAM

SOFTWARE HOUSE: ACCLAIM

PRICE: £44.99

REVIEWED: ISSUE 19

Great graphics, great sound and an excellent conversion of the arcade machine mean this game is well up to scratch. Play on your own or with up to four friends in a two-on-two match of basketball where you choose from all of the available NBA teams, and beat them to win the crown.

The animation in the game has to be seen to be believed and the speech is incredible. The game is sadly let down by a lack of tactics, and shallow gameplay - but when a game is this much fun who needs them? Bring your mates round, plug in the 4-tap, and play away to your heart's content. Includes some super-human signature moves, and the opportunity to set them 'on fire' with three scores in a row. Altogether this is a better class of basketball game, and deserving of anyone's collection, as long as you aren't expecting a sim!

Rush out right now and grab a copy - just don't expect the rules or options of the EA games, OK?

OVERALL

81%



There are some
COOL PEOPLE

There are many
COOL SPOTS

But there's
only one

**COOL
GAME**

The intrepid Pink Hero arrives in Hollywood to audition for a movie and unwittingly becomes the star attraction as he wreaks havoc in a bid to escape the legendary Inspector Clouseau.

PINK GOES TO HOLLYWOOD!
Never has a game been so cool.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

**BAN
DAI**



SEGA
MEGA DRIVE

TECMAGIK

Oh good, a platform game with arches all over the place in which we collect emeralds. It's Sonic 4 – or is it...



Whoosh! From the hidden launch pad the good cap'n shoots himself into the air to steal loads of bonus points



The score at half-time is end-of-level guardians: 0 and cute little animated video game characters: 2



Open the chest and grab the contents. Things couldn't be easier



It's nothing at all to do with the story, but at the beginning of the game an orchestra will play. Here is a picture of the said collection of musicians

HIGH SEAS HAVOC

REVIEW

This is the week Sonic 3 is being released – you know, the blue thing that fights the evil bloke. It's a top game and reports are reaching me from Andy's desk that it could well score in the high 90s – I was thrilled for the bloke until someone said, "Hey, I know! Let's get Gerry to play High Seas Havoc while everyone else has great fun with Sonic 3, after all, it's pretty much the same game as Sonic – you basically collect emeralds and the backgrounds look as though they were designed by the same people (if you forget that High Seas Havoc looks like it's been set Wigan). If Sonic joined the navy this would be the game of his escapades". So the scales were balanced with one great game and one incredibly bad game...I got the short straw.

So it is with my head hung low that I sit and attempt to whip up a little enthusiasm for this game. Naturally the

first question that has to be answered is, "Is it really the poor man's Sonic?". I have to answer "yes" to that one, although it is the poor man's Sonic only metaphorically speaking because the wretched thing will set you back about £40-£45!

It does indeed owe more than a passing nod to Sonic the Hedgehog, but there's nothing new in that, however what

is strange is that the software house which licensed this very bad product also happened to programme the very good game (Sonic) that it so blatantly emulates.

Never before have I witnessed the whole-scale theft of a game – questions must be asked and eyebrows will doubtlessly be raised. What do we collect in Sonic? Emeralds. Guess what we need to collect in this game? Yeah right first



Up to the top, steal the treasure and kill the pirate. What a life it is being a high seas adventurer

IT'S STORY TIME (YET) AGAIN





This could be bad news – look at the state of that thing!

time, but enough of all this folly, let's have a brief description of the game before we continue with the (well-deserved) carping it shall receive.

You already know the basics I imagine – it's called High Seas Havoc, is a scrolling platform game and it looks like Sonic the Hedgehog. Surely there must be something more? Erm, no not really. The hero is called Captain Havoc and he dwells in a far away mystical world. The bad guy goes by the name of Brutal Bernard – hey, perhaps this will start some new trend for giving the bad guys names we associate with nice people and vicars. Who will Sonic face in his next outing – Robotnik's evil brother, Kevin the Cad or even Martin, the underhanded-tactic man. Bernard has done something right out of order (I presume) and Havoc



And this is an all-action shot of the cap'n leaping onto a platform

SECOND OPINION

It seems strange that we get this game in on the same day as Sonic 3. Those people who think that Sonic 3 is just another platform game should compare it to this piece of tosh to see just how wrong they are. There is just so little to this game it is unbelievable. Why would anyone want to buy this when there are far better games on the market? Graphically things are OK, but something is amiss in the gameplay department. I'm sorry but games like this just aren't acceptable anymore. LEE



is on the warpath to save his buxom woman and the world.

As it goes the only things stopping him are 13 levels, which are suitably fishy by name and nature. We fight our way from the Pirate's Ship through the Ocean stages, onto the burning Hamlet part of the game and more of the same until we finally get to confront big, bad Bernie, batter his head in and, well who knows, maybe progress on to High Seas Havoc 2.

WOE AND BETIDE

As per usual there are treasure chests containing the odd useful thing or two, such as super power boots that enable us to jump higher, and various cuts of meat that will replenish sagging health bars. (Veggies beware – several scenes in this game may be upsetting to those of a non-meat-eating persuasion.)

Prepare yourself to take on the combined might of tigers in pirate outfits, very badly animated sharks, crabs, big devil things that masquerade as end-of-level guardians and various other poorly animated monsters that have appeared in every other Sega game known to man.

will be free to rule the world. Bad news for the less hedonistic of you out there, but it's got to be good for middle-income earners!



In the days of old there were no such things as flying machines. Try telling this to the programmers



In this exciting sequence we must outrun the massive boulder which threatens to crush the young hero...

Give this lot a good mix around and 'da-da', it's another 'way below average' platform game released into the mundane and absurdly overcrowded market.

On a far more serious note I have to ask how on Earth this game ever passed the thorough quality control test that Sega imposes on the vast majority of releases? How on Earth can a software house with a proven track record that includes classic games such as Ecco and the Sonic trilogy, throw not so much a spanner but a JCB into the works?

A few months back Sega released another game, comparable in quality to this, that went by the name of Captain Planet. Step into any software shop and the game can be picked up for around £15-£20 – a fate I can foresee for High Seas Havoc.



GERRY

HIGH SEAS HAVOC

PLAYERS: ONE

DIFFICULTY: EASY

PLATFORM

GRAPHICS

4 Bland, uninspired. I've seen it all before and it was done a lot better

SOUND

3 The usual irritating backing music and yet again all very formulated. Yawn!

PLAYABILITY

4 I don't think so

DURABILITY

3 Nothing could tempt me back to this – I was forced to endure over two hours of this

UPPERS

▲ Let me think now. No there is no single recommendation I can honestly make

DOWNERS

▼ It's very boring and far too easy
▼ I'm sick to death of platform games
▼ I've just about covered everything I think

ALTERNATIVELY

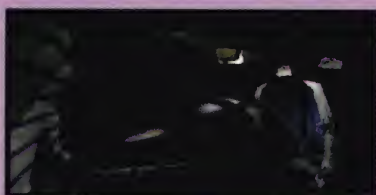
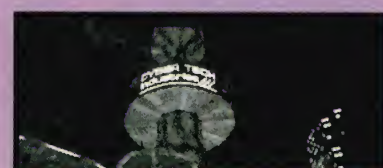
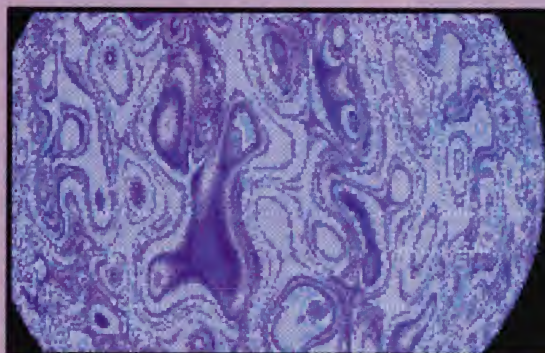
Ignore the poor copy and go for the real McCoy – what else but any of the Sonic games, which are a bit on the easy side but are a lot more fun.



30%

THANKS TO DREAM MACHINES 2.
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WIN WITH PSYGNOSIS



Let's face the music here, readers. The number of playable games so far available for the Mega-CD could be counted on one hand. Luckily for all concerned, Psygnosis decided to redress the balance and release the stunning, futuristic shooter *Microcosm*. We reviewed *Microcosm* a few issues ago and it received a whopping great score of 91 per cent.

The good news is that Psygnosis has teamed up with *Mega Drive Advanced Gaming* to offer you lucky readers the chance to win a few smart prizes – namely copies of *Microcosm* and a few healthy T-shirts.

First Prize will be a copy of *Microcosm* plus copies of *Puggsy* and *Wiz 'N' Liz*, while a copy of *Microcosm* will go to four second prize winners. Sounds great, I know, but we also have some splendid *Microcosm* T-shirts to give away to 10 runners-up!

All you have to do is answer this simple question...

Q Who recently resigned as Liverpool FC's manager?

Send your answers on a postcard to:
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All entries must reach us no later than 30 May 1994.

Absolutely no correspondence will be entered into regarding the winners. Our decision about who wins is unquestionable – well, you can try questioning it but it won't get you very far!

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The bike section of the game is right smart, if you're a brick that is

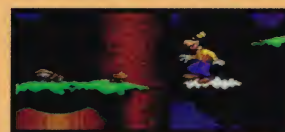


That good friend of mine, Mr Purple Helmet allows me to jump on his hat and get up to the top

Mr Dragonfly takes us to the lower garden which is the place where the bees live



"Oh me bum", Unlucky Goof!

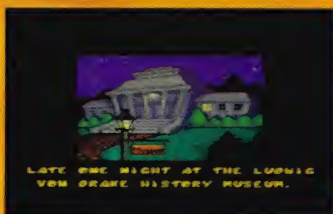


Fred Flintstone seriously considers battering Goofy. Nice one Fred!

GOOFY'S HYSTERICAL HISTORY TOUR

JUST THE SAME OLD STORY

So Goofy has landed a job in the museum and is told to keep the place clean by Donald Duck – he should tell him what to do with his mop. Goofy's rival hears the news and decides sabotage is the order of the day. In a fit of dreaming Goofy pretends to be back in the Prehistoric Age, and a well-dodgy platform game.



"THIS PLACE MUST BE SPOTLESS TOMORROW..."

BUT THE MUSEUM'S OTHER JANITOR--



Goofy Goofy turns up on the weakest Disney game to date.

REVIEW

For the third time in this issue I am the bearer of troubling news. Yes readers, once again it is time for much wailing and gnashing of teeth because I have another platform game in front of me. This particular example is a little different from our other gripes though because it contains a character from nothing less than the mighty Disney Studios, which isn't a name we associate with poor quality anything – unless you count those awful '70s movies that always had animals, children and a moral message in them. In this instance though US software house Absolute has done the famous cartoon character Goofy no justice at all.

The first thing that gripped me about this game was the emptiness of the stages. The backgrounds and such like are all competently coloured and

illustrated, but nothing in particular seemed to go on.

The overall feel was that of wandering into a half-complete game which looked rather similar to the Slime World in Mick and Mac, the Global Gladiators but without the intricacies of the smaller subterranean stages. This was hardly the start that I, a cynical old reviewer, was expecting and as the action progressed not a lot changed presentation-wise.

THE HAND OF GOD

The first four stages offered nothing more than numerous large dirt columns topped with green grass. If I was lucky a flower would rear its head and the most exciting event was when an occasional cloud appeared to serve as a platform. Other than this there was zilch!

As you would expect, the Disney stable wouldn't allow any Tom, Dick or Harry to get their hands on one of its famous characters without at first a firm guarantee from the licensee of an excellent likeness of the character – this game is no exception. The Goofy sprite looks and moves well and is perhaps the only segment of the game that comes up trumps.

The story behind this lark is rather simple; the museum is staging an all-important exhibit and it is down to Goofy



To score a few ammo 'balls' simply jump up and punch the block. Large blue balls will now fall to the ground



Goofy reaches new heights of dullness...and jumps between the occasional cloud



It's the super Goofy gadget that enables him to pull off all sorts of tricks and reach parts previously inaccessible



Oh it's Mr Fly who will graciously give you a lift so you can now reach those higher platforms



PREHISTORIC MAN



Here we are on the back of the dinosaur. What comes next?



...The head of the dinosaur of course. Good-looking chap he is too!

HYSTERICAL HISTORY TOUR

to ensure the place is spick and span. If he fails to do this it's off to the DSS come the morning! Goofy being the dog that he is should have no problems with this, but his arch-rival and fellow janitor Pete has overheard the ultimatum given to Goofy and has decided to trash his hopes of becoming head janitor and lose him his job into the bargain. So the scene is set for a spot of day dreaming by Goofy who now imagines he is back in the time era of the museum exhibitions.

To begin with Goofy has only one weapon is his arsenal, the extend-o-hand, which is a type of glove that extends for about five feet in any direction and which pulls him out of trouble.

This weapon can easily be upgraded to a rather nice boxing glove which will deliver a knock-out blow to the very meanest of baddies that roam the darkest corners of Goofy's mind. The extend-o-hand can also transform into a propeller or even a boot.

Goofy's glove invention is the only thing around which will enable him to reach the small bonus blocks that are placed around the game in abundance. These blocks more often than not contain large blue balls that can be thrown at any bad guys that bar the way. The various uses of the extend-o-hand have only a limited shelf-life and this being the case the levels must be constantly searched for further upgrades.

PEANUT PETE

The first stage is set in Prehistoric World, but very soon Goofy will battle knights in Mediaeval World, meet his ancestors in Colonial America and finally battle it out in the Old Wild West. This is all very standard for your average platform game.

Around each stage are dotted loads of balloons and small power ups. When Goofy collects 50 balloons he will automatically earn an extra life. Yellow balloons are worth only one point to

Goofy but every blue balloon collected is worth 10 points – it's always a good idea to grab as many balloons as possible.

Before the end of the Prehistoric Age is reached Goofy must mount his tricycle and ride along the back of a massive dinosaur collecting Goof balls and balloons. This part is 'borrowed' straight from a C64 game released about nine years ago called BC's Quest for Tyres – any nostalgia fans out there remember that game?

The game has many faults, and most of them are due to the lack of gameplay. Also, the lack of restart points is one of the most irritating things I can think of. If you are looking for any originality in a game, a purchase of this is not recommended because it offers nothing new and hopefully it will not receive an official release on this side of the Atlantic.



GERRY



Oh no, it's the bad guys! Mushrooms with hats provide instant appeal for the kids

SECOND OPINION

Once more, the Disney series takes an alarming dip in quality following a previously impressive game. Goofy is a good enough character to work with I suppose, and to some extent Hysterical History Tour goes some way to capturing the Disney feel. There's some impressive animation at times, especially on the hero and some good in-game ideas too. As always though, all the good work counts for nothing when the gameplay (or lack of it) comes into reckoning and Goofy is no exception. A game for kids that will frustrate adults. Not a good recipe for a hit now, is it? LEE



GOOFY'S TOUR

PLAYERS: 1

DIFFICULTY: EASY

PLATFORM

GRAPHICS

5 Merely functional. The Goofy sprite looks all right but the majority of the game has an empty look to it

SOUND

3 Very, very annoying. The background tunes almost earned me a good kicking from the rest of the office

PLAYABILITY

4 Typical platform game. Easy to get into but soon gets dead hard

DURABILITY

2 Lack of restart points will have you foaming at the mouth and the game will send you to sleep!

UPPERS

▲ The Goofy sprite

DOWNERS

▼ No originality
▼ No gameplay
▼ No restart points

ALTERNATIVELY

Fancy a bash with a Disney character? Then try Aladdin or better still Mickey Mouse: Castle of Illusion. These are top-notch platform games that blow the pants from this.

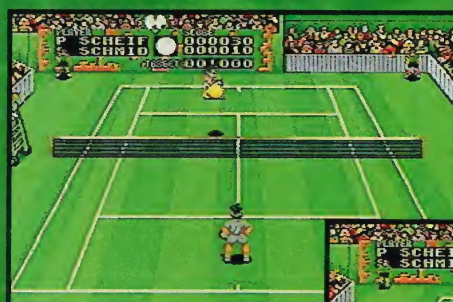


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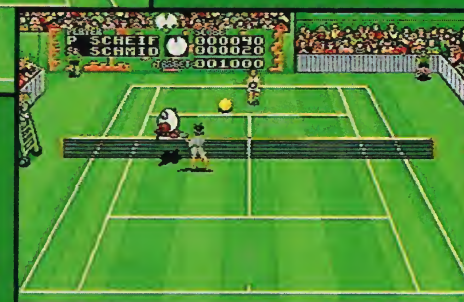
STRANGER THINGS OFTEN HAPPEN AT SEA



The game of tennis is turned upside down by Codemasters with the invention of crazy tennis. Watch out when playing this game because anything can happen



Sometimes Dizzy even appears on the net. Hasn't he got anything better to do?



In this game of crazy tennis we can expect to encounter all types of wonderful things. The classic example is when the ball expands to rather large proportions

TENNIS ALL

Tennis days are here again courtesy of Codemasters.

PREVIEW



Second seed and right handed. That'll do nicely



Another great shot of the options screen. Hmm, what shall I choose next?

(Below) Good old Blighty for the mixed doubles and a healthy little payout



(Right) Players are facing to serve in the mixed doubles on the clay surface



It must be a year ago to the day that we were first inundated with tennis games for the Mega Drive after going for so long without one half-decent game from this genre. The floodgates did open and quite a few offerings burst onto the scene, however many of them were just plain awful.

Now it's the turn of Codemasters, better known for Micro Machines, Cosmic Spacehead and Fantastic Dizzy, to have a bash in the sports simulation arena. Its first outing, Tennis All Stars is not a bad little number at all and should receive its official release in May, just in time for the media hype that surrounds Wimbledon.

Before I get to the actual game, special mention must be directed towards the cart that incorporates Tennis All Stars. It is what Codemasters hopes will be the first of many carts that feature built-in joypad ports, enabling four players to compete simultaneously. This is a great idea and the good news is that it should not cost the player a penny more than usual. A round of applause for Codemasters is well in order.

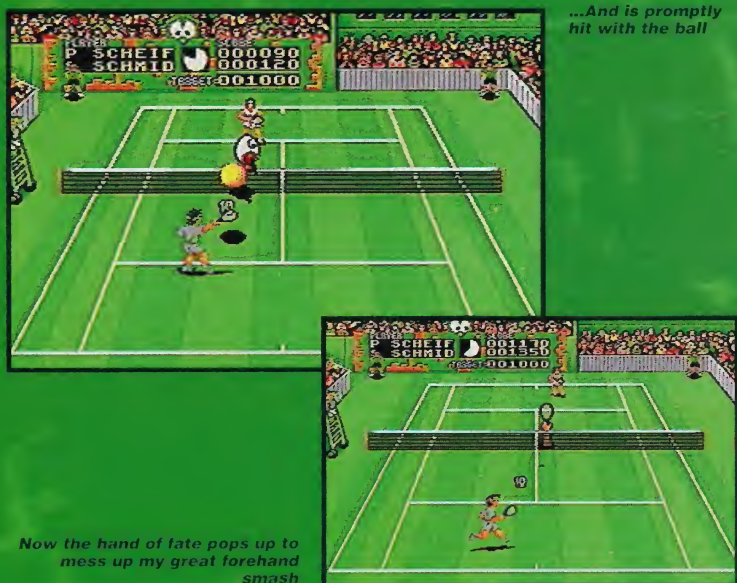
SETTING SONS

Tennis All Stars is an arcade simulation that incorporates an infinite number of competitions and matchplay options. The first obvious game option is the player Vs computer mode. This can be altered to best suit the player's needs as the computer has a total of seven skill settings to choose from which range from the easy setting, which is a must because the game is a little tricky to master at first, to the incredibly difficult setting.

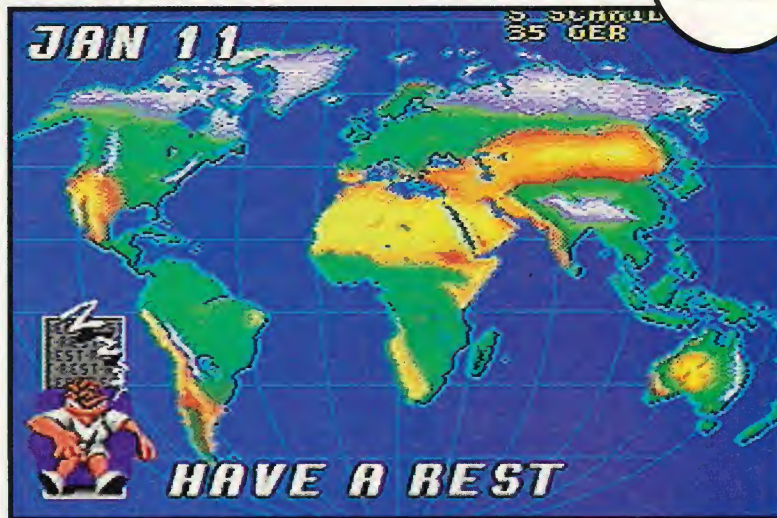
All Stars also comes complete with the doubles option which allows doubles matches to be played with one to four human players. Of course we also have the match setting which will allow two human players to have a good go at each other. This, in my book anyway, is the setting that is the best laugh as your opponent and yourself hit shot after shot into the crowd and end up smashing the D-pads over each other. Now that is my idea of a fun-filled half hour.

Not to be lumped in with the usual sexist lot of games which appear Codemasters has included the mixed doubles competitions and also the women's singles game – quite right too!

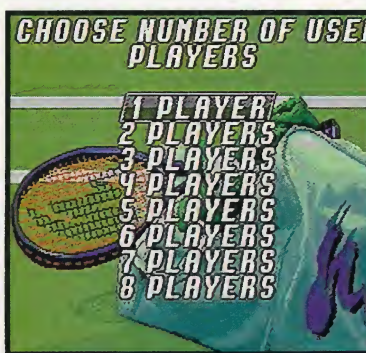
All the players are ranked from top seeds to the 'never heard of 'em' – as you might expect it's always good form to choose one of your players from the top seeds. Each individual player has a special tactical move which can be used at any time during play



...And is promptly hit with the ball



Having a rest is the best idea you've had since we've been here



STARS

and these include extra hard spin balls and improved services.

All players have the option of playing on the surface of their choice such as grass and asphalt courts, and the ball will respond to each surface in a different way. Of course every type of shot ever known to tennis players is here to be mastered, and master them you must. I was just about getting to grips with actually making contact with the ball when this top-spin and down the line nonsense came into play – needless to say it was straight back to some serious practice for me.

BRUCE FOXTON

If things are becoming far too serious for the hedonistic of you out there then the option which is perfect for you could be the crazy tennis feature. This has the basic set-up of the other games with a few additions, for instance large hands wielding tennis racquets are prone to pop up near the net from time to time and knock the ball back into your half of the court after your heroic player has just returned an unplayable smash. This, perhaps unsurprisingly, is known as the hand of fate and is incredibly annoying when you are all ready to win game, set and match.

Perhaps the most unexpected event to occur is the guest appearance of that other Codemasters celebrity, Dizzy. I jest not. Young egg Dizzy pops in and proceeds to run along the length of the net, inviting the player to belt him with the now incredibly oversized ball. One hit will secure you a few points, but two direct hits will smash Dizzy into fragments.

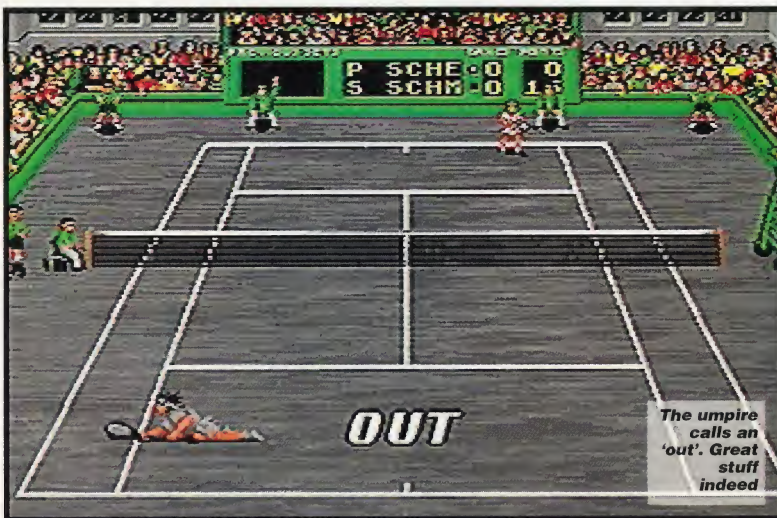
All Stars also has many small touches which are not directly related to the gameplay. These include the crowd antics whereby if the crowd judges that you are playing a bit of a duff match they will clap, boo and hiss. If the hint is not taken they are

prone to invade the court – not the usual behaviour of tennis fans I must say. There's also a nice commentator who will relay the scores and the usual stuff out to everyone, while the ball boys chase lost balls and fix the nets.

Codemasters has promised us a completed copy of the game and the full review should appear in the next issue.



GERRY



The umpire calls an 'out'. Great stuff indeed



(Left) It's the first service and a powerful smash over the net seems to be on its way

Hoorah! A bit of excitement at last. After the superb spinning return my opponents are forced into diving across court in an attempt to return the ball

ART OF FIGHTING



This is Ryo who is heading south to look for his sister's abductors

Oh great, another one-on-one beat'em-up! I can hardly wait...



The introduction shows a fine family portrait smashed, and the poor sister whisked away



When you are beaten in one-player mode, you are given tips on how to do better next time



REVIEW

This genre has been around since the dawn of computing – remember Way of the Exploding Fist on the Spectrum? Back then however, there was less competition, so a game stood more of a chance of selling bucketloads than it would today. To make the grade nowadays you have to do a game well. Smart graphics and sound are not enough – playability is all-important, as well as the number of players you can use, and the moves they can do.

LET THE BATTLE COMMENCE

This is a conversion of the Neo Geo arcade game of the same name and is either a one or two-player game. The story mode is available to single players only and here you can choose to be one of two characters, Ryo or Rob. You have to battle your way through eight baddies in eight different areas of the town, to get to the final boss and ultimately rescue Ryo's sister.

During the story mode, there are three bonus stages where you can try to increase your attack power. In these you either smash through bottles or huge blocks of ice, or attempt to throw six fireballs in a row. Success will reward you with more hit power and make your progress in the game easier. These bonus bits occur at the end of every two rounds of battling.

In the now obligatory two-player mode, you and a friend have the choice of 10 characters, and have to annihilate each other. You are given the option of changing the number of rounds, the time per round and also the background.

EXPLODING FIST

The graphics look great, until they move. The sprites themselves are well-defined copies of the arcade originals, but they are appallingly animated, and jerk around the screen in three frame routines. To add to the misery they are also small – smaller than SFII, and far smaller than Eternal Champions. The sound doesn't make things any better either – although that may be the original arcade game's fault rather than the Mega Drive's. Either way it grates on your nerves all the same.

All this could be forgiven of course, if the gameplay was there, because many a game with poor graphics has kept people playing on. Unfortunately, Art of Fighting doesn't score there either. The game does support the new six-button joypads, but the play is not fluid at all, and the characters take too long to respond to your joystick movements, which eventually becomes frustrating and you find yourself reaching for the 'off' switch.



Ryo lets loose a terrific fireball, just as Jack performs a flying kick



Ryo is down and out against the slightly overweight bar owner, Jack

FIGHTING

I WILL RIP YOU LIMB FROM LIMB

In two-player mode, you get the chance to pick from all 10 available

players. Here are their ugly mugs in all their spritely glory...



Even the two-player mode, which is often the saviour of poor one-player games doesn't add anything to this. You soon find yourself wishing you were playing another game, together.

When it comes down to it, as an

arcade conversion this is poor. It features none of the arcade game's attract mode, nor the smart beginning of fight zoom-in feature. Then again, the arcade game itself was pretty poor to begin with, so why would anyone want a conversion of it anyway?

A BORN LOSER

To make it today in the fighting field, you need to have something really special, and to be honest I doubt that anyone will come up with a game to de-throne SFII and Eternal Champions. Software developers should wise up, and get on with producing some original games for a change.

Art of Fighting is best forgotten about, however it is unlikely it will be, because the sequel has made it into the arcades, and a bad conversion of that will no doubt arrive on the Mega Drive. Can't wait for that!



LEE

SECOND OPINION

On the whole I love one-on-one fighting games and sadly I found this to be quite disappointing. In the arcade, on the Neo Geo and on the SNES this is one great little beat'em-up, but for some reason the excitement is not captured here. The animation leaves a lot to be desired and with great fighting games like SFII, Turtles and Eternal Champions on offer this doesn't really stand a chance. When you take into account the competition this is stomped firmly into the ground. JOHN



YURI...YOU CAN COUNT ON ME.



Ryo rides his bike into the seedy areas of town. His friend Robert sensibly follows behind him in a Ferrari!



They're out of time, now it goes down to the health bar judges for the final decision



Ryo smashes down through several Ice blocks in the bonus stage. Here you have a set time to amass the required energy



Select your bonus stage; the bottle break, the ice smash, or the sextuplet of fireballs!



ART OF FIGHTING

PLAYERS: 1/2

DIFFICULTY: MEDIUM

BEAT'EM-UP

GRAPHICS

6 Good-looking sprites, with not nearly enough animation frames. A fair reproduction of the arcade

SOUND

4 Awful music and instantly forgettable effects. In fact I've forgotten them already

PLAYABILITY

5 Annoying. Joypad movements do not immediately respond and the game runs too slowly

DURABILITY

4 Very few people will actually like this to begin with, so why would anyone want to play it for any length of time?

UPPERS

- ▲ Nice still graphics
- ▲ You didn't waste money on your six-button pad

DOWNERS

- ▼ Awful animation and sound
- ▼ Far better titles around

ALTERNATIVELY

Take your pick of either SFII, or Eternal Champions - both are far better than this.



52%

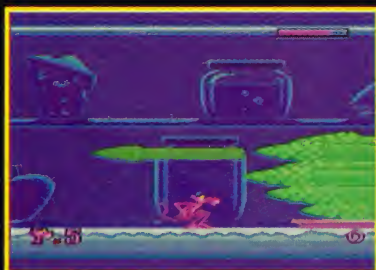
Thanks to : Dream Machines 2. Tel: 0429 869459



Well here we are, standing in front of an unfeasibly large fridge. Don't you just hate it when that happens?



My, look at the size of that parson's nose. I wonder what's inside?



Asparagus alert! Avoid the funny floppy green things as you run through the fridge



Egads! Strange things are afoot inside the giant roast chicken. That large onion looks a bit unfriendly



He's the one and only truly original panther pink from head to toe. Yep, the rinky dink panther has finally hit the town!

PINK GOES TO HOLLYWOOD

REVIEW

The Pink Panther is a classic cartoon character inspired by Blake Edward's film of the same name. The Panther in question was a very large diamond but in the film's credits he was shown to be a cartoon character and so a cult series was born. Even though he never actually said anything, he always managed to overcome any worries – most of which were caused by the bumbling Inspector Clouseau.

It seems that Pinky was not very happy staying at home because he has moved back to Hollywood to try and get a part in another film, but Clouseau wants it all to go horribly wrong. He may not be able to ruin the Panther's plans but he has certainly made a good job of screwing up the game...could this be one of the worst games ever?

CADILLAC

In an incredible stroke of originality Tecmagik has managed to turn this fabulous story-line into – wait for it – a platform game. As if there weren't enough of them around already, along comes another one and it is awful. Normally when writing a review I'd wobble on for a bit about the graphics and gameplay and all that, but in this case there is no point because this has to be

SECOND OPINION

I hated practically everything about this – the only thing that saved my sanity when playing it was the famous Mancini theme tune which has been recreated well, even if it is a bit tinny. Apart from that, this is awful. The gameplay is almost non-existent, the controls are unresponsive and the collision detection is so patchy it's painful. It's also too long-winded, with huge sprawling levels and no real object to the gameplay. I used to love the adventures of the Pink Panther but this game is dismal. It has absolutely no redeeming features whatsoever. I advise you to keep well away from this one! **ALLIE**



one of the most appalling games I have played in a long time.

The whole point of each level is to simply find the way out. Along the way you will meet Clouseau in his various guises as extras in each film. He can be sorted out quickly and easily by using Pinky's extending boxing glove weapon.

If he gets hit by Clouseau or one of the other obstacles that are dotted around the levels he loses some energy, until he eventually dies and someone off the side of the screen grabs him with a hook and expels him from the set.

At the start of a game you can choose which level you want to play by walking through the desired door into a filmset. Walk into the place indicated by a ship in a bottle and you get transported to the set of a new pirate film. Similarly the cowboy boots take you to a scene in a new cowboy film, and walking into a fridge takes you to the set of a film which is inexplicably set in a fridge. Very strange.

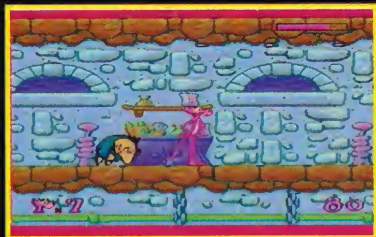
FLOYD

The main problem with Pink Panther Goes To Hollywood is that it is so booooooring. All you do is jump from platform to platform exploring the levels, which are quite large, trying to find an exit. Occasionally a pink phone box will appear which means you can use a special item at that point to add a bit of fun to the proceedings. This normally means that you will then have to go through the entire level with a fine-tooth comb looking for the item you are supposed to use. Excitement doesn't come any better than that, does it?!

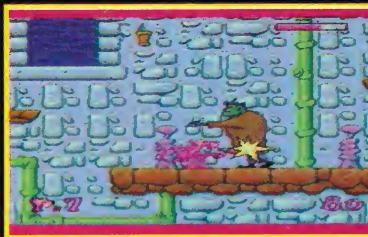




Ooh, scary scary! Run past the sheet-covered sofas or else the ghosties might get you



Inspector Clouseau puts in a cameo appearance as a hideously deformed dwarf. Just punch his lights out



Frankenstein's weak points are his nuts, and I don't mean the ones on his neck...

GOES TO WOOD

In this day and age, games as poor as this just aren't acceptable. When the SNES was initially released a few years ago, the first game on it was a certain platform game by the name of Super Mario World. It looked very basic but had wicked gameplay, so why do we still get pathetic dross like this nowadays?

There is not one feature about this title that I liked. Even the animation isn't much cop which is surprising considering that it is based on an animated character, and the famous theme tune has been mutilated beyond belief. We've had some bad platform games in recently such as Normy, High Seas Havoc and Chester Cheetah, but in my opinion this is by far the worst. Even if you are the biggest Panther fan in the world, I'd advise you not to even consider buying this game.

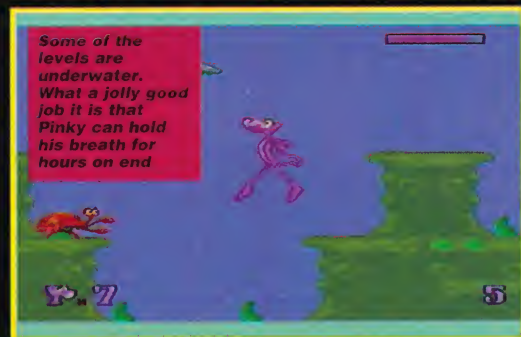


GERRY

When the phone box pops up you can use special items like this flying carpet



(Below) Is this an arrow I see before me? Alas poor Pinky, I knew him well, and what a twit he was too!



Some of the levels are underwater. What a jolly good job it is that Pinky can hold his breath for hours on end



(Left) Indiana Jones, eat your heart out. Ride the pink minecarts and get the bonuses, but don't forget to jump out before you get your head smashed in at the end of each track!

PINK PANTHER

PLAYERS: ONE

DIFFICULTY: HARD

PLATFORM

GRAPHICS

5

OK sprites, poor animation, terrible backgrounds

SOUND

5

The famous music has been killed good and proper

PLAYABILITY

4

No fun at all

DURABILITY

4

Could this be the most boring game ever? Could be!

UPPERS

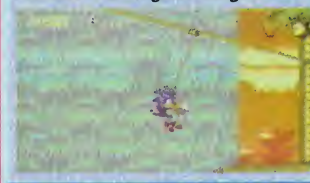
- ▲ I liked the film...
- ▲ I liked the cartoon series...
- ▲ But not Crazylegs Crane

DOWNERS

- ▼ Everything about it...
- ▼ And lots more too

ALTERNATIVELY

The best platform game to hit the streets recently has to be Sonic 3, but the downside of that is that it is a bit too easy for most people. A good point is that it dumps on Pink Panther from a great height.



43%

Thanks to Telegames
0533 880445

No, no,
no, no,
no, no, no,
no, no...
(Loud scream)
NOOOOOOOO!



This must be the bad guy in the game. Yes, that's about all I can possibly say about this screen shot

Small angry pigs make life a bit of a misery for Chester. Oh whoopee doo!



Snack time again. Chester stops for a little light refreshment, and a bag of Cheetos



Ignoring the cries for help coming from the store, Chester marches on boldly

CHESTER WILD, WILD

REVIEW

The Concise Oxford Dictionary (available from most good book shops) lists the definition of the word 'Abysmal' as 'Extremely bad'. Never before in the world of video gaming has one word summed up so

well the game I was about to review, and may the good Lord have mercy on everyone concerned.

When I write this, I write from experience – I have seen numerous 'similar' examples come and go like so many thieves in the night – Jurassic Park, Chiki-Chiki Boys, Awesome Possum, Socket...yes indeed, are all well-known titles from the library of jetsam games. In fact only yesterday the unpleasant business of playing High Seas Havoc was laid before my feet. But never, not in my wildest imagination could I have ever envisaged anything so utterly unplayable as this cheap, offensive and nasty excuse for a game.

WALKERS CRISPS

I have a few questions to ask before the 'big rundown' on the game. Who on earth is Chester Cheetah and why has permission been given for him to star in a video game? Someone out there must have the answers to at least one of these simple enquiries.

Perhaps though, the single most important factor to be considered here is that this is the second time around for this coolest of cats (copyright: Crappy, Catchy Phrases Ltd 1994) Yes indeed, not more than 40 days and 40 nights back (Note: ancient biblical term for defining an approximate expanse of time) this Cheetah was wowing us all with the classic platform game Chester Cheetah: Too Cool to Fool. This game impressed us so much that we decided not to include it in the pages of *Mega Drive Advanced Gaming*.

Let us compare this to any example of what is classed as a good game, say for instance Ecco the Dolphin – another platform-type game that scored well into the 90s in every mag it was reviewed in. The gameplay of this was nothing original; dolphin saves mates in Mega Drive game. OK that's fine, but the

ingredients and solid base of the game were incorporated right from its conception.

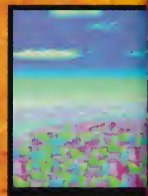
The first thing that anyone looks at when they pick up a game are the graphics. I know they count for nowt in the long-run, but first impressions do count. Ecco moved smoothly with the dolphin sprite seeming to glide through the water. The first stage had a lovely polished, professional look to it and the music was nothing less than phenomenal. Everything blended to create a fine atmosphere – an excellent example of how any game should first feel.

On the other side of the track we have Chester Cheetah. Straight from the word go, the presentation looks shabby with the early pictures of Chester being very poor. Once the game actually gets going it becomes very obvious fairly early on that things are just not going to improve. The tacky backgrounds do not blend well and consist of splotches of colour thrown around. Added to this, Chester moves with the grace of a beached whale. Not a great start.

Back to Ecco. The manipulation of the dolphin, for me at least, made the game. I felt I really had control over any movement Ecco made, more so than usual. Chester Cheetah has a sluggish, slow control system that on occasions had me dropping the odd £10 note into the swear box. Despite what anyone may say, first impressions do count – who, in a healthy state of mind would possibly

THE BEST BITS

Yes readers, this game is so bad we've decided to highlight the best parts of Chester Cheetah (Does that make any sense?). Well, we searched high and low and came up with this lot. We present the best bits of the game. Erm, there happens to be a little point we forgot to mention about the best bits of the game...none of them are anything at all to do with the gameplay. Oh well, all good things must come to an end, and so the best bits of the game end here...



CHEETAH LD QUEST

make a conscious decision to play a game that fails on the two most important points; how the game looks and how it 'feels'. Unfortunately Chester Cheetah falls down on both.

EASY RIDER

Well, now I suppose you will actually want to know a little about the game. Fine by me, in fact I'm glad you left it so late before asking because there isn't a great deal to tell. Chester Cheetah: Wild, Wild Quest is a sideways scrolling platform game. The game comes on an 8 meg cart and is for one-player only. The object of the game is to travel the length of the United States of America on his motorcycle and jump over platforms, eat Cheetos and fight the occasional end-of-level guardian.

Other foes Chester can expect to contest in combat as he freewheels the highways and minor B roads of continental Northern America are mosquitoes, buzzards, pirates, snakes, alligators and so on. Chester can run, jump, swim, swim in mid air and perform the complete total of one special move; the very high jump. This is all there is in this unimaginatively formulated game.

All of the above takes place in the most boring of surroundings – even the Rainbow team would be ashamed by the quality of art that is presented here. This game is full of mindless platforms straight from the D-Point Early Learning School of Art, Lilliputian sized stages that are elementary in layout, and what is

possibly the worst character animation and definition since the Super Mario Brothers cartoon series. All this adds up to what is the worst game I have ever played on any format.

There is really nothing more I can add to this apart from: if you know someone who owns a Mega Drive and hate them with a passion, buy them a copy of Chester Cheetah. Revenge is oh so sweet!



GERRY

SECOND OPINION

With the proliferation of platform games available there really is no excuse for buying Chester Cheetah. In every department – from graphics, through sound to gameplay – the product is lacking and appears to have been thrown together on a Sunday afternoon. The first outing for Chester was also a prize turkey, almost comparable to a B movie, ie terribly bad but fun in a warped sort of way. This however is simply embarrassing. I just pray that it never receives an official release in Europe. Avoid this poorly finished and shallow game at all costs. JOHN



Gasp! Chester laughs in the face of danger yet again – stopping in the middle of a battle to eat more of those things that always seem to be lying around your apartment when you're in Spain



Yawn! This is an end-of-stage guardian



Oh dear, a killer fish takes out the cat. Oh well, let's try again

TS...KIND OF!



Chester batters a young child playing on a skateboard

CHESTER CHEETAH

PLAYERS: 1

DIFFICULTY: EASY

PLATFORM

GRAPHICS

0

The pits

SOUND

0

As bad as it gets

PLAYABILITY

0

No

DURABILITY

0

Be serious

UPPERS

▲ No

DOWNERS

▼ The works

ALTERNATIVELY

Platform games are to be found lurking in every corner. Try a real classic and go for Ecco the Dolphin – now that's what I call a real game. Simply brilliant.



1%

THANKS TO KANECO USA

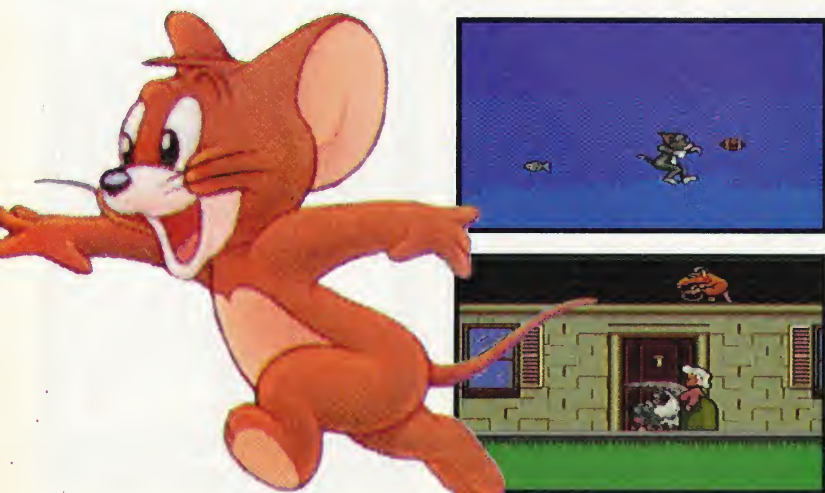
Possibly the most famous cat and mouse double act in the world, and they go and produce a game as crap as this...



Jerry tries to convince Tom that it wasn't him who urinated in his cat food just now



Overwhelmed by the large amount of green around him, Tom decides to die



TOM AND JERRY FRANTIC

REVIEW

In my three and a half years of writing for video games magazines I've come across the extremes of quality. At the top there are your Sonics and your Street Fighters, while at the bottom are any number of shite platform games. If we can talk about this in terms of football, Tom and Jerry Frantic Antics is facing relegation from the Diadora League and they're having problems keeping a squad together. What I'm trying to say here is that this game is a load of rubbish.

Now even the worst platform games usually have at least one redeeming feature, be it amusing sound effects, cuddly sprites, maybe even one decent gameplay element. Tom and Jerry even fails on this score – there isn't even one solitary thing about this game which I can safely describe as possessing a hint of quality. Even the artwork is so dull as to be a disincentive to buy the game.

ABBOT AND COSTELLO

The blocky, flat, limp graphics do the spirit of Tom and Jerry no justice whatsoever, and the sad lack of that woman you only ever saw from the waist down is most disappointing. I don't even want to talk about the sound – any game that makes a sound like a cracking egg when a character jumps is not worth a mention.

The gameplay is the truly appalling

aspect of the game. There is no choice of which character to use (this is dictated by the level), nor do the characters' attributes vary in any way from each other. Tom does exactly the same thing as Jerry, with the only difference being their size. At least Ren and Stimpy gave each of the two stars differing abilities.

Between them, Tom and Jerry can do little but walk, run and jump. If you press down on the D-pad while running along, Tom or Jerry will roll into a ball, killing any of the cartoon enemies in the way. This is the main form of attack but each level has its own throwing weapon, appropriate to the surroundings. The first level in the open air gives Tom an American football to chuck around, but a later level inside a house, gives him light bulbs. These weapons aren't given automatically, they must be picked up, but there is never more than about 12 'shots' on any level.

TORVILLE AND DEAN

The rest of the gameplay is oh-so predictable, involving platforms, things falling on you and other things walking into you. We've all seen it a thousand times before and it never seems to get any better.

There is supposed to be a plot revolving around getting a couple of lost kids back to their parents, but the eight levels are nothing more than tired, nay exhausted, examples of platform gaming that should be banned by an Act of Parliament. I hate this kind of dross. It starts sowing the seeds of a mid-life crisis when you realise all your job involves is playing this kind of nonsense.

There is some consolation in the fact



The first level features a number of not very well hidden secret passages, just full of fish for Tom to collect

AND JERRY IC ANTICS

that the Mega Drive isn't alone in having a crap game based around Tom and Jerry. Every other console is burdened with a very low quality T&J game also. Why? Well, I guess that T&J is clearly a passive experience and translating the fun of watching a cat chase a mouse around a house to actually doing it is a lot more difficult than it would at first seem. Obviously a platform game isn't the way to do it – maybe something along the lines of Mario Kart would have captured the spirit of the cartoon better. Failing that, something similar to Spy Vs Spy would have been OK...anything but another platform game, puh-lease!

MARY, MUNGO AND MIDGE

The sad thing about this is that it isn't an isolated incident. A large number of Mega Drive games recently have been truly sub-standard: The Pink Panther, Chester Cheetah and Normy are all on the roll-call of naffness. However this takes the top prize, the rotten orange of video gamedom, the smelly sock of console history, the golden turd of home entertainment. This game is in fact an insult to the classic cartoonery that is Tom and Jerry.

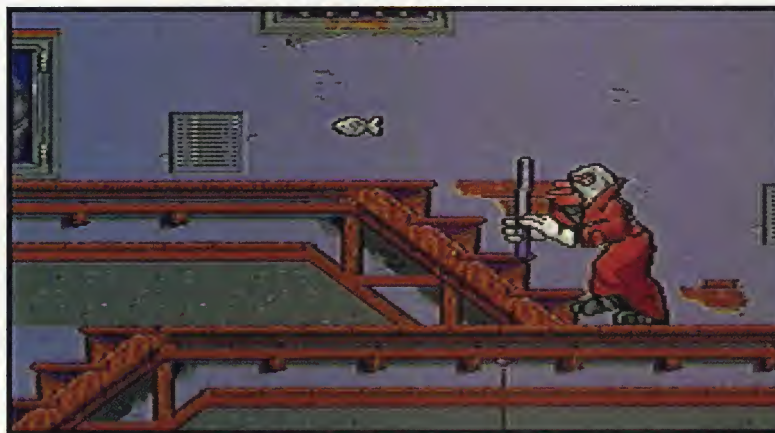
If you are unfortunate enough to have this game given to you, then I advise you to do your best to swap it with someone who is very gullible as quickly as possible.



GERRY

SECOND OPINION

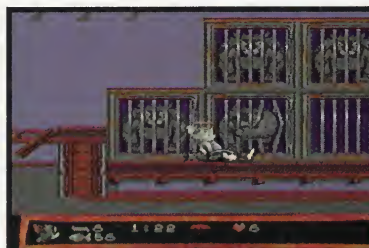
Yet again we have another example of a classic license gone to waste. It may star Tom and Jerry but the game is too tedious for words and doesn't capture any of the atmosphere of the original cartoons. How could they make them both become best friends – it's sacrilege in my book. The game is repetitive and boring, but the worst part is that there are no restart points throughout the whole game. Make a mistake and you get sent right back to the very start of a level. Avoid this at all costs. JOHN



I have absolutely no idea who this bloke is or why he's here. All I know is that you've got to avoid him



These fascist-looking rodents have a nasty habit of shooting poor old Tom. If he



The big bulldog in the cage has just removed the last of Tom's nine lives.



If you can get past Spike without getting the bottom bitten out of your pants, then the first level is complete

An elegant piece of aerial work as T&J go for the gold. Will the judges be fair?



TOM AND JERRY

PLAYERS: 1/2

DIFFICULTY: MEDIUM

PLATFORM

GRAPHICS

3

Drab and lifeless. There isn't one level that even approaches quality of some description.

SOUND

3

Some truly naff effects and a tune that can only be described as horrible.

PLAYABILITY

2

T&J move around OK, but there just isn't anything for them to do.

DURABILITY

2

I find it difficult to believe that anybody will be playing this for a great length of time.

UPPERS

▲ The anticipation of a half decent T&J game is worth savouring...

DOWNERS

▼ ...Even if you are ultimately disappointed
▼ Very little gameplay
▼ Poor presentation

ALTERNATIVELY

There are any number of decent platform games out there. Sonic 3 has just come out, so you'd be much better off forking out for that than this pile of dross.



32%

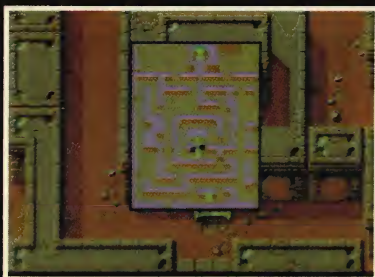
THANKS TO DREAM MACHINES 2.
TEL: 0429 869459.

SOLDIERS OF FORTUNE

After what seems to be an eternity of waiting we can finally reveal in all its glory...The Chaos Engine!



It's a maze out there - why don't we go and do something amazing? What a good idea



This is a map of the area. Maps are good things because they let you know where you are and where you can get to



I've just killed a frog on this picture, and there is also some blue laser fire. Oh look, there's Elvis!



Here I am shooting at a thing moving from the trees

REVIEW

Us lot in the games side of things have known for well over a year that US based company Spectrum Holobyte has secured the rights for the Bitmap Brothers' game The Chaos Engine. The version we are reviewing here is the US import of a game that will shortly be released in this country on the Microprose label (which happens to be a sibling company of Spectrum Holobyte), under the name The Chaos Engine.

Why the Americans have decided to change the name from the very cool-

sounding Chaos Engine to the rather corny Soldier Of Fortune is unclear at this moment - I'm sure social anthropologists will use this as a perfect example to highlight the difference between our two cultures. It would also make a great name for a band, so any budding young musicians out there, take note, and if you do become famous I demand a little of the credit. Back to the game in hand though.

THE NAKED AND THE DEAD

The Chaos Engine (as it shall be known in this review, due to it being easier to write) is a plain and simple shoot'em-up, very much in the tradition of the Gauntlet series. This, however, is a vast improvement on the multi-player Gauntlet IV. The Chaos Engine has been kicking around for quite a while now, having enjoyed a somewhat successful stint on the Amiga, where to this day it continues



OF FORTUNE

to sell quite well, backed up by impressive reviews in the Amiga press and one hell of a sexy box.

The game has been programmed by the semi-legendary Bitmap Brothers who can boast classic titles such as Gods, Speedball II and Xenon II in its back catalogue, so we can expect good things from this Mega Drive conversion. The hallmark of the Bitmap Brothers – effective gameplay with a minimum of fuss, coupled with high-quality visuals – is stamped all over The Chaos Engine and the logical conclusion is that the reputation of the Bitmaps for producing excellent games still holds strong.

HG WELLS

So how does the Mega Drive conversion stand up under close scrutiny and an infinite number of hours of play? Are we likely to find that underneath the glitz and the reputation of the Bitmaps lurks yet another shoot'em-up with little or no originality? Well, the Mega Drive conversion does appear to be a direct port from the successful Amiga version, however the game may have benefited from the conversion to the Mega Drive as this really is the type of game (all 16 meg of it) that the console was primarily designed for.

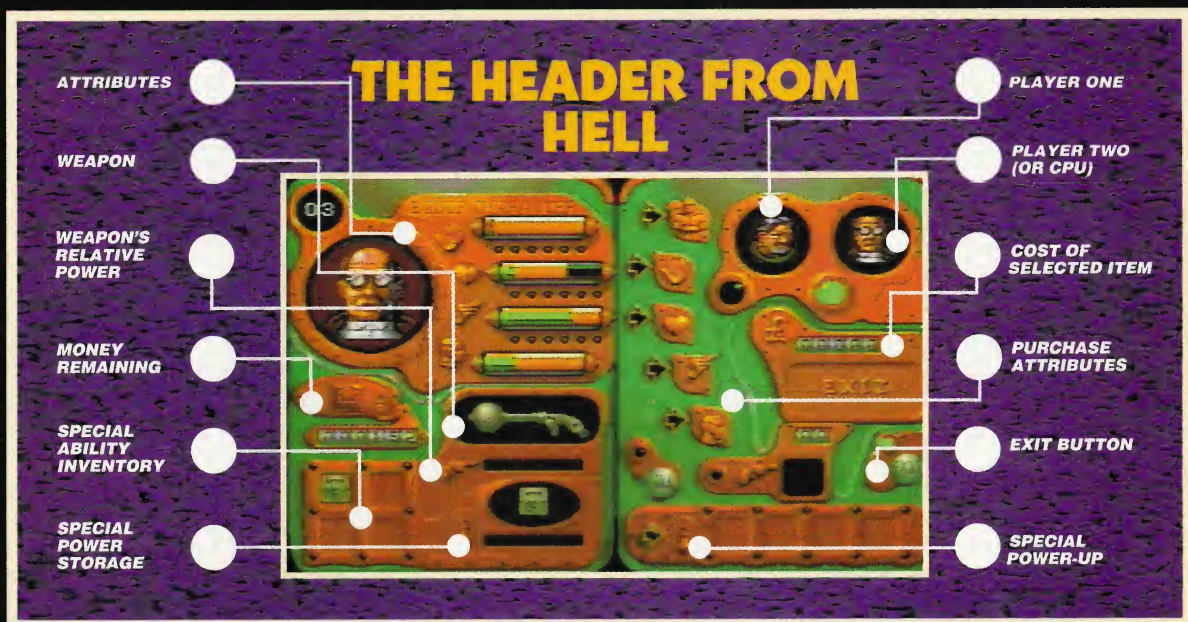
The gameplay takes the form of a top-down, multidirectionally scrolling puzzle/shooter. From the options screen we choose which player to control from a total of six. Each character has individual attributes and skills, all of which will come in very handy as further progression is made into the game. Their characteristics are very diverse, so the choice the player makes can have far reaching consequences on which way the game should be approached.

The names of the various characters are indicative of the special skills they each possess. For example the Thug, as one may expect, is simply



(Above) Here we have a fine picture of some people crossing a bridge

(Left) Choose which character you wish to play from this screen



Watch out for that frog on the other side of the bridge



Exit, and a little bit of lightning is thrown in for that dramatic effect

DON'T BELIEVE THE HYPE

SOMETIME IN THE
TIME OF THE
CREATED IN THE
THE INVENTOR'S NAME WAS
AND THE MACHINE WAS CALLED
THE CHAOS ENGINE...

ALTHOUGH PRIMITIVE THE
AND TURNED SCIENTIST IT
AND THE POWER TO
A CLASH OF
THE RESULTS WERE SOON DISCOVERED

AND THE POWER TO
A CLASH OF
THE RESULTS WERE SOON DISCOVERED



THE RESULTS WERE SOON DISCOVERED

ENTER SIX HARD MAILED
MERCENARIES FOR HIRE

CONTINUED

an out and out hooligan hell-bent on destroying anything he encounters. The Scientist on the other hand may be physically weak, but his inventions and wisdom more than make up for any other shortcomings.

When playing the game two players are always on screen, be it in the two-player game mode or when one player goes it alone, in which case the computer will control the second character. Therefore it is always a good tactical move to opt for a well-balanced team combining the talents of both men, as opposed to simply using sheer brute force to batter your way through the stages.

Each character is issued with their own individual weapon (for example, Thug uses a shotgun, Mercenary the Gatling gun) which are at best barely effective. Remember that the game is set in the Victorian time period so we won't



The big ying and yang symbol is actually a restart point



Blasting the stones to capture the keys



Standing on a wall with more than one creature below



Uh oh. The monster is sneaking up from behind. Run away! Run away!



Hooray, we are grabbing all the lovely bonus items!

find any laser guns or other such futuristic weapons – no siree, it's simply bog-standard 18th century weaponry available.

However, a vast arsenal of weapon power-ups and special bonus items are abundantly strewn over the land of Chaos, which are simply waiting to be collected and used on the nearest monster or mutation spewed forth from the Chaos Engine. Coins and treasure can also be collected and used to purchase extra lives and skills at the bonus shop that appears after each world is completed. It is here that you will also receive a password which will enable instant access to the latter stages, as the game has no battery back-up feature.

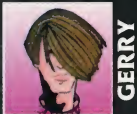
YPRES

The monsters roaming the scarred landscape range from the relatively easy to dispense (Lizard men and blue dishevelled ghouls), to the immensely powerful giant frogs and mutated lizards. However, this game does not simply involve running around blasting everything that moves – there is also a puzzle element to The Chaos Engine. Keys must be found to open doors, large conductors must first be destroyed before the exit to the next stage is open, and more than one route to the exit can be taken.

The difficulty curve is, as with most quality products, set just right. Early stages can be completed in minutes but the further you progress into the game, the more difficult and tricky things become. Even experienced gamers may find that The Chaos Engine packs a mighty challenge that should keep them engrossed for a few weekends.

Complaints about the game remain (thankfully) few and far between. The players can only effectively fire their weapons straight ahead and at right angles which is more than a little irritating. Also the score, health, money etc bar is positioned in such a way at the top of the screen that it can sometimes camouflage enemy attacks.

Undoubtedly the major criticism will be levelled at the actual genre of the game (not by this reviewer though) – why do we need yet another scrolling shoot'em-up? Well, the only worthwhile alternative to The Chaos Engine has to be Gauntlet IV, a game which I personally found immensely disappointing. There is a gap in the market and Soldier of Fortune or The Chaos Engine, which ever title you personally prefer, has fitted in perfectly.



GERRY

SECOND ORIGIN

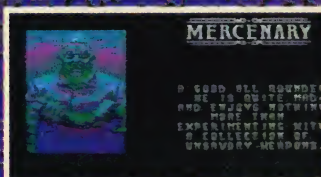
I remember when this first came out on the Amiga and at the time I couldn't help but be amazed at the originality of the game. Now, three years down the line this game is still as fresh and unique as it was then, offering complex gameplay and plenty of enjoyment to whoever picks up the joystick. The graphics are crisp and colourful, the sound is mesmerising but to top it all the gameplay is frighteningly addictive, captivating its audience from the outset. JOHN



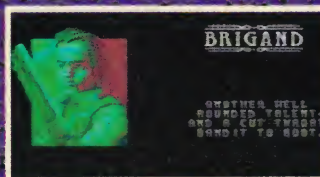
I'm killing the monster in this picture

We are now on the roof and two things are shooting at me

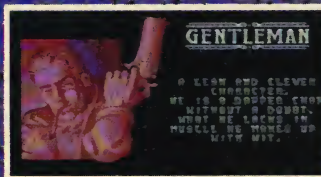
THE DOGS OF WAR



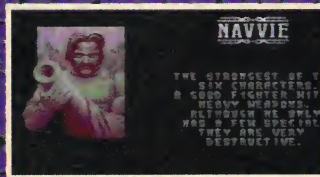
MERCENARY – Weapon: Gatling gun
Sounds like the man for the job – a ruthless killer and in it for the money only. All said and done though, he has only average ability and this includes his weapon damage. Good all-rounder.
Special abilities: Ground mines, first aid, bombs



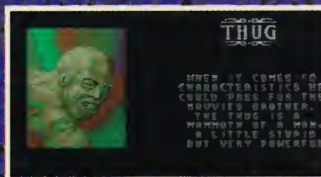
BRIGAND – Weapon: Rifle
Nasty piece of work and as his name suggests is nothing more than a common criminal. As with the mercenary he has only average ability, but his ruthless streak just might carry him through.
Special abilities: Distract monster, short burst, molotov



GENTLEMAN – Weapon: Flame pistol
Low on health but excels in every other field. Quick-witted and very intelligent. A fine man to include in any war party. A crack shot with his flame pistol.
Special abilities: Distract monster, party power, repel monster, map



NAVIE – Weapon: Cannon
Low on speed and wisdom, but well-endowed in every other department. Strong, fearless and has the ability to inflict appalling damage on the enemy. A ruthless killer.
Special abilities: Dynamite, short burst



THUG – Weapon: Shotgun
The thug is a good man to have around you in a fight, but don't expect to glean any words of wisdom from this chap. He is strong and reliable but a tad on the slow side. That shotgun can deliver a real punch.
Special abilities: Air burst, molotov



SCIENTIST – Weapon: Lightning gun
The scientist is the brains of the team. Has low stamina but makes up for this with his energy balls which pass through monsters. Pair him with the thug and you have the perfectly balanced team.
Special abilities: Shield, first aid, map, freeze

SOLDIERS OF FORTUNE

PLAYERS: 1/2

DIFFICULTY: HARD

BLAST'EM/ PUZZLE GAME

GRAPHICS

8 Designed by Dan Malone, which is usually a guarantee of quality and this time he's let no one down. Very impressive

SOUND

7 Some pretty awful rock tracks but they are eclipsed by the hard core techno trash tunes. Yes please!

PLAYABILITY

8 In my book, this is very playable. Breathes new life into a dying section of the market

DURABILITY

8 I was playing for hours and hopefully you will be too

UPPERS

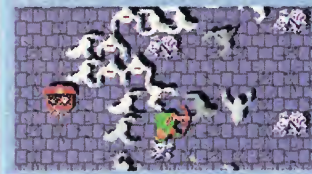
- ▲ A great game with plenty to do and never a boring moment
- ▲ The graphics
- ▲ The sound

DOWNERS

- ▼ See the last paragraph of the review for the real run-down

ALTERNATIVELY

I think this is the only game of this type which is worth buying on the Mega Drive (others may disagree), but if you want an alternative then go for Gauntlet IV – same idea, with a four-player option.



83%

Tired of interesting games? Then why not try Nigel Mansell's World Championship Racing?

REVIEW

In the world of testosterone overload and adrenaline dependency, Formula One racing has to be up among the greats. The sheer thrill of travelling at over 200mph while gripping a large phallic gear stick between your legs has got to be one of the finest feelings a man can achieve.

Who better to teach us the intricacies of this bedwetting sport than the great man himself, Nigel Mansell. Well, he was a great man around two years ago when he managed to win the Formula One World Championship and joined such

great Brits as...erm...Eddie 'the Eagle' Edwards, Steve Ovett, Stirling Moss and a few others whose names escape me.

Unfortunately, just as the previous names will surely fade into obscurity, so will this game. The graphics and gameplay are around 10 years out of date and are very reminiscent of the mid-1980s' classic Pitstop series of games (although you don't get all the fun of changing your own tyres).

DICK DASTARDLY

Nigel Mansell's World Championship Racing gives you the opportunity to play a Formula One driver taking part in the 1992 Grand Prix. This sees you on a tour of 16 famous racetracks from around the world. You have the option of competing in one-off races to gain experience of a particular track, or you can launch yourself straight into a full season of 16 races with both the Driver and

Constructor Leagues being shown at the end of each event.

Before you line up on the grid certain selections have to be made. The track and weather conditions that you're given hint at the choices that should be made when on the tune-up selection screen. Taking note of the weather, how many bends are in the track and just how far you're going to travel during the race will help with these selections.

Shown on the tune-up screen are four integral parts of your car's structure that can be changed to give the upper edge during a race. Each of these parts has its drawbacks and advantages, so it's gonna be a case of trial and error to find something you're happy with.

When satisfied with the selection there are two options given – start the race or qualify. Selecting 'qualify' will give a better position on the starting grid, while starting the race immediately will



The red arrow indicates the position of the leader



A quick change of baseball cap and we're out on the track for some practical training



The four boxes at the top-right show the state of your tyres

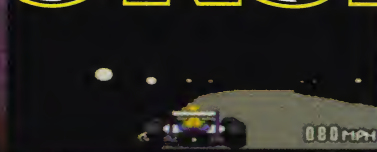


(Left) The world turns...everyone in the office agreed that this screen was the most impressive part of the game. Listed are the many and varied racetracks of the world that you can visit

NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING



Nigel recommends an optimum speed for cornering – all you have to do now is match it



A black tunnel. Just one of the amazing atmosphere-building devices used

make sure that you start twelfth (last).

Tyres, which are a pain, are one of the most important choices you will have to make. You're given a selection of three types – hard, soft and wet – and if you make the wrong decision during tune-up you may find yourself wasting much time in the pits having to correct the problem.

To keep an eye on your tyres, watch the four small tyre-shaped boxes in the top-right of the screen. When you get down to one black box, a tyre warning that you can't miss appears on the screen and a visit to the pits at the start of the next lap is well advisable. All this seems a tad unfair, because the computer-controlled cars you're competing against seem to have developed indestructible tyres and never have to call into the pits.

Nigel can be accessed on the first selection screen under Mansell's Advice.



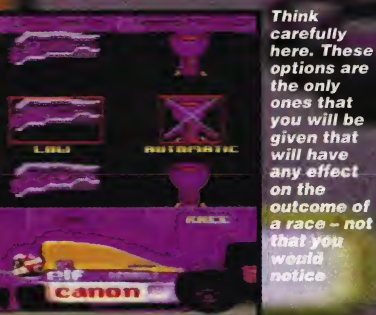
Co-eh! Just like the real thing! A disembodied chequered flag rolls out to greet you as you complete the final lap



If at any stage during the game you find yourself in this position - you're going backwards. Follow these instructions immediately: place your controller in your mouth and stick your head between your knees, extend your arms and make a noise like an aeroplane. This will not help, but it will amuse your friends and you will become popular again after buying such a poo game



Don't be too disappointed if you find your name closer to the bottom than the top. It'll take a while before you get anywhere near good enough to challenge the top names



Think carefully here. These options are the only ones that you will be given that will have any effect on the outcome of a race - not that you would notice

You then get the chance to have a look at any of the 16 tracks and Nigel will cast his expert eye over it and give you the low-down on the track and some recommended cornering speeds.

MAKING PLANS WITH NIGEL

Next it's out onto the track for a practical lesson. The car in front of you ain't a Toyota - it's Nigel, but don't try to catch up with him because no matter how fast you go and how slow he goes, you won't. As you hit the corners he'll let you know what speed you should be achieving, which is a bit late as you're well into the corner and off cross-country before you have chance to adjust.

After your fiasco with Nigel you should be ready for the main event. It may be worth your while doing a practice

run followed by a couple of laps of one of the international circuits before you launch yourself into a full season and onto the heady heights of success as a Formula One driver.

I find Formula One racing tedious at the best of times - move it from the TV onto a console, then couple it with bog-standard graphics and lame sound effects, and it's sure to spell a boring night in. So, what exactly is the point of spending £40 on a game that is going to leave you frustrated? None whatsoever!

There are plenty of other racing games around for the Mega Drive that will do the job a lot better than Nigel Mansell's World Championship Racing take F1 from Domark for example. Gametek should have left this one back on the Amiga.



GERRY



Rubber burners from hell. For that extra bit of excitement, keep your B button depressed during the 'start race' sequence and watch the smoke flow from your tyres. When the excitement dies down, watch your fellow drivers disappear around the next corner

Don't be too down-hearted if you find yourselves at the bottom of this ladder. Take a firm grip of your gear-change lever, get back in your car and go for it

DRIVERS LEAGUE			
DRIVER			PTS
1. BERGER	AUT		16
2. SCHUMACHER	GER		13
3. Alesi	FRA		9
4. HAKKINEN	FIN		6
5. SUZUKI	JPN		6
6. DE CESARIS	ITA		2
7. COMAS	FRA		0
8. BENDLINGER	AUT		0
9. MARTINI	ITA		0
10. KATHYAMB	JPN		0
11. ADDENA	ITA		0
12. MANSELL	GBR		0

SECOND OPINION

The word 'poor' doesn't really start to describe this game. The graphics are awful for a Mega Drive game and the sound is equally bad. The gameplay could have saved this from the pit...if it wasn't really dreadful as well. It seems impossible to do well in the game because the computer opposition is too good, while the controls are too bad. The practice options are useless and the tie-in with Mansell is purely cosmetic. How Gametek could release this game onto an already quality racing market is beyond me, and I implore you to buy something else instead or try waiting for Virtua Racing. LEE



MANSELL'S RACING

PLAYERS: ONE

DIFFICULTY: HARD

CIRCUIT RACING

GRAPHICS

4

Car is way too big for the track

SOUND

4

Engine sounds pretty much like a small wet armadillo dribbling

PLAYABILITY

3

Fantastic fun for those of you really into driving round in circles

DURABILITY

3

You'll keep trying or die of boredom

UPPERS

▲ Very smooth scrolling

DOWNERS

▼ Frustrating
▼ Unoriginal
▼ Excruciatingly overpriced

ALTERNATIVELY

Nigel Mansell's World Championship Racing is nothing special, and I'd refer you to either EA's Lotus 2 or Domark's F1 Challenge for better variations of the same theme.



45%

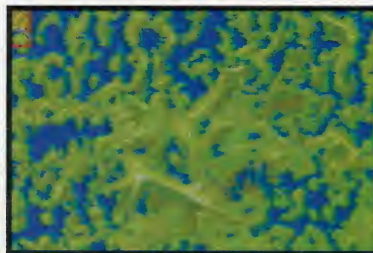
THANKS TO TELEGAMES.
TEL: 0533 880445.

THE END OF THE LINE

This scene may appear fine with loads of colour and plenty to look at, but it is in fact the end of the road for my army. After serious supply problems and numerous battles where the odds could not be counted in my favour the brave troops finally broke. Back the password screen I think.



Fed up with arcade adventures? It could just be the right time to re-discover Powermonger, now released on CD.



This is the first of the many lands which have to be conquered. The area with the knife sticking from it is the area currently in dispute

The men relive past glories by the fire and speak of heroes now dead

REVIEW

First came Bill Walsh College Football and next came NHL '94 – one great game and one so-so effort, both from EA, both released onto the CD and both priced below the £40 mark. The next logical step would be to release another fine cart-based game onto this market...enter Powermonger the involved, perplexing and rather large war game from the Bullfrog/Molyneux stable of quality.

Put into simple terms Powermonger is an icon click-and-command wargame. Your task is simple – to attack and conquer every piece of land on the vast continent which is a total 195 territories and islands. Your army commences on this quest with limited manpower and the most primitive of weapons but in due course new weapons can be invented as your captains progress and learn throughout the course of the campaign. To increase the manpower of your legions you have to recruit new blood from the ranks of defeated enemies.

As you may be able to deduce from the

screen shots all of the battles take place over a 3D scrolling landscape which can be rotated and utilises a zoom feature. This should enable any budding general to view the conflict.

It is vital to be a just ruler and avoid clashes with the populations of conquered territories, manage the food supply and distribute the harvest fairly to civilians and soldier alike. You also have to prepare for the next war, launch small reconnaissance parties and test your enemy's strength before

Another fine view of the land that awaits the onslaught of our invasion force of all-conquering barbarians

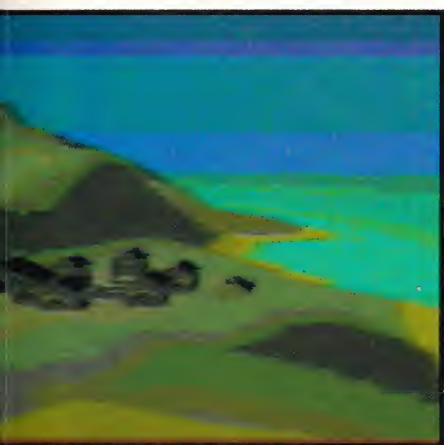


In we go attacking the enemy again. They have yet to be dislodged from the ruins of the small village that is so vital to our battle plan

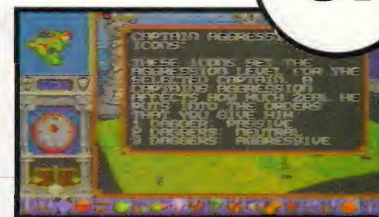


embarking on a full-scale invasion. But most important is to appease the local population, and stay well away from the women!

When you examine the facts closely, this is nothing more than out and out diplomacy, not real war. How does that old saying go again? 'When the politicians fail, the dogs of war are unleashed.' Well, it's something akin to that anyway and that's the real problem I always encounter when playing Powermonger.



The map screen which is used to position troops and plan a complete battle



Included for the impatient out there is the idiot's guide to icons. Very handy indeed



The place where I spent my youth...now destroyed in the bloody war that brings chaos and havoc to our beloved homeland

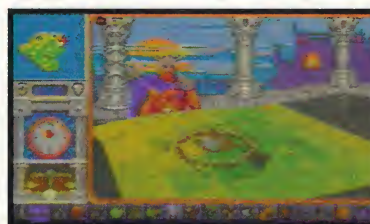
Things always start off great – the army is assembled and the invasion plan unhatched. Masses of men and material surge into enemy territory, screams are heard and blood is spilled. After a bloody fight for the beachhead the invasion troops move inland eliminating the enemy whenever resistance is encountered, destroying villages and causing chaos.

The first land is won and to the victors go the spoils. Enemy troops who refuse to join the ranks of my all-conquering army are swiftly executed. Subsequently, the generals immediately set forth planning the next campaign.

WILFRED OWEN

The conquest of the entire globe seems imminent...until the drudgery of administering the conquered land and all that involves is thrust upon me. Boring things like allotting food to the local population and garrisoning troops in order to stop local or even national revolt are now the order of the day. The victorious army are now in effect fulfilling the job of a local police force – the great invasion fleet is now spread thinly over a small land when they are really required for the next full assault.

The task of feeding the local population and separating the farmers from



(Above) Up and at them! The men crazed with thirst storm the local pub. It's the first weekend leave they've had for a long time

(Below) HQ, SHAPE, SHAEF or whatever you wish to call it. Welcome to my prize piece of land and the house



Banned from everywhere all the lads can do is sit about and form a circle around the village



Enough, as they say is enough. The lads go back on the offensive and storm the place yet again

GER CD



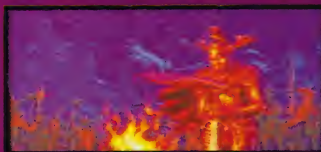
After the battle it's straight back into the nearest friendly town for another swift jar or seven



Battle commences and the souls of the dead ascend into the heavens, wings and all. But wait, where's my harp!

ABOUT TIME TOO

After wrestling with the control system and tearing the manual up in sheer frustration the plan finally comes together and a victory is at last achieved. Much to the delight of the jingoistic general public back home.



VICTORY!



Take the first left and then the second on the right and the Dog and Duck is about half way down, all right mate!

the soldiers is the next task be focused upon. There's also new and more sophisticated weapons to be invented as well as recruitment to be done for the army. And here lies the major fault in Powermonger. I have made this point before and it shall be made yet again – when playing war games (for surely this is what Powermonger was intended to be) I do not wish to have the irritation of administering the local population with all the mundane tasks that involves. The game is conveying the illusion that you are the head

of a major military force so leave it at that, waging war – the planning and execution of.

So that's it for the major fault, but not far behind is another shortcoming. Let's look at this from a game in progress – first the battle is won and we rule the conquered territory. The original invasion force numbered 20 and after the victory casualties numbered seven, leaving 13. Cue recruiting and the ranks of the soldiers can swell to 30, and later on up to 100 men can be added. With a force bolstered by these type of numbers there's not an enemy army out there which can offer up much in the way of



War, what is it good for?
Absolutely nothing

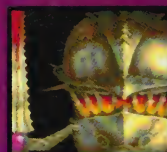


Oi you!
Did you spill my pint?

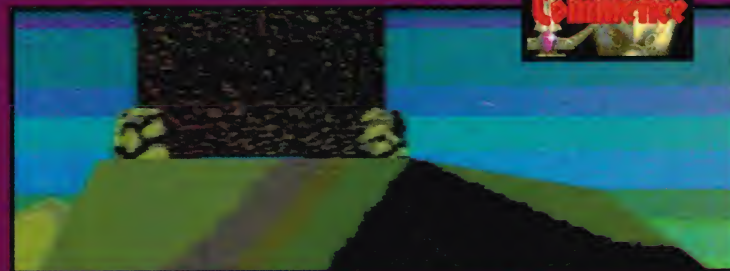
NOT DIRECTLY RELATED...

Pictured here are the new intro screens and a few shots of the rendered landscapes. This and the new control bar are the only real changes to the game that appeared around three years ago on a multitude of formats. Electronic Arts though has come clean about this fact and is

charging not a penny more for the CD interpretation of Powermonger. The reasoning behind the game was simply to give CD owners a decent war game that they could get their teeth into. The same logic was applies to NHL '94 and Bill Walsh College Football.



Let Battle Commence





resistance and so we duly move onto the next territory...only to discover that the army is back at its usual strength of 20 or 30 soldiers.

What is the point of going through all of the recruiting process (that admittedly some may find intellectually challenging) when the benefits are nil? Dune 2 suffered from similar faults with the allocation and command process for armour. Bullfrog may well have its reasons, but simply pissing people off surely was not one of them.

TED HUGHES

Of course Electronic Arts does not need to justify the CD release as it isn't charging a penny more than the cart can be picked up for. Predictably though there are few changes, the most noticeable are the lengthy intro screens packed with bird's-eye views of the rendered terrain over which the majority of battles are to be fought. The control system is now slightly more user-friendly allowing for quicker access to the majority of the command bars – the problem was that I was so used to the old structure that picking up on the new one took me a bit of time. Those are all of the differences between the two though.

It is still a fine example of how a game should play, despite a few glaring inaccuracies and as a CD conversion it's very good when it is taken into consideration that it costs the same as the cart. Has Electronic Arts realised however that Powermonger can be picked up on the Telstar 2 in 1 packs for £40? For that we get to play Powermonger... and Wrestlemania. Hmmm, strange days are upon us indeed!



GERRY

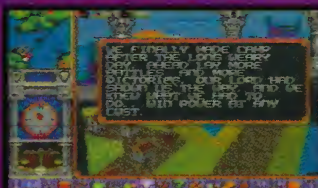
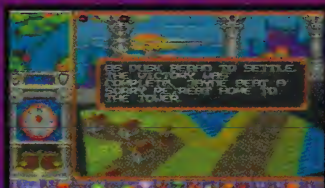
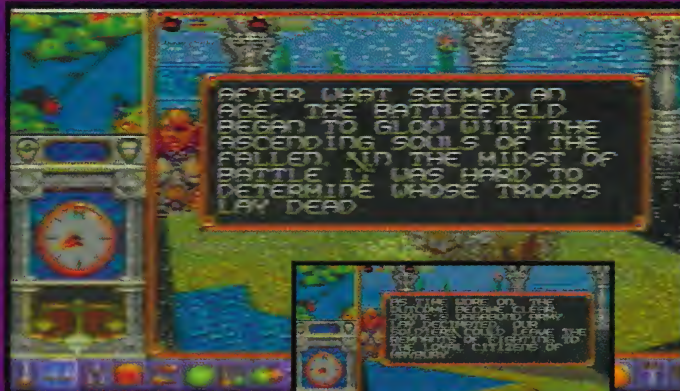
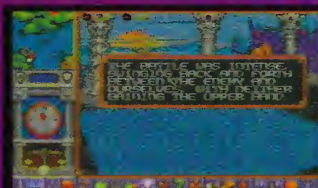
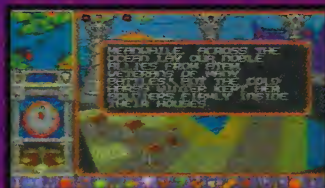
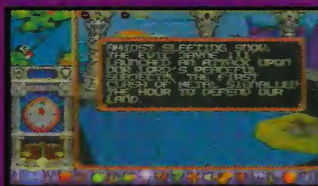
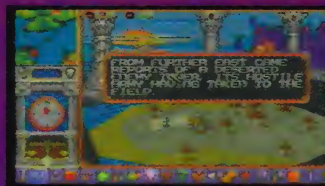
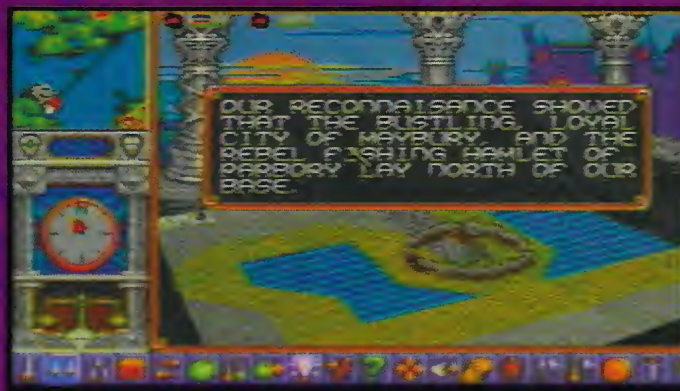
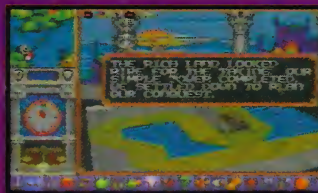
SECOND OPINION

What can I say? It's Powermonger isn't it? The mother of all wargames returns once more to the Mega Drive at about the same price as the cartridge version. The basic game is still excellent and the enhancements only serve to make the game that little bit better. It is just a shame that no major improvements to the gameplay were made – maybe allowing for the option of data discs like on the computer versions. Having said this, Powermonger is still a top game and will take weeks to finish. Any CD owners who want a bit of a challenge could do worse than to check this out. JOHN



ALIGNMENT, ADJUSTMENT AND REFITTING

The preparations for war often require more thought than the actual conflict. Pictured here are two captains reflecting on the peace and harmony that once was before the brutal war seized them and inflicted upon them horrors on a scale previously unimagined. Oh the poor men.



POWERMONGER CD

PLAYERS: 1

DIFFICULTY: HARD

WARGAME

GRAPHICS

7 All credit to Bullfrog for pulling the genre into modern times graphically.

SOUND

7 The sound is great. The clank of steel and the baaing of sheep are all reproduced splendidly.

PLAYABILITY

7 Not the easiest of games to get to grips with, but with patience, trial and error will soon be rewarded.

DURABILITY

7 A fine introduction to the art and pleasure that is wargaming.

UPPERS

▲ A solid game that has withstood the test of time and is still very playable

DOWNERS

▼ Not actually enough fighting
▼ Was the CD release justified?

ALTERNATIVELY

There's Powermonger but it is so obvious I'll ignore it and opt for Dune 2. Powermonger is a far more involved game, but Dune 2 is more of a wargame, albeit rather simplistic.



Victory!

84%

Conquer all of China with Koei in the latest in its historical simulation series.



(Left) My emissary reports to a rival warlord with a request for an alliance...

(Below) ...Which is promptly rejected. War will now commence



(Above) The dastardly types are plotting against me. Time for a spot of war methinks



(Above) On this screen, allocate troops and check upon the loyalty of your military commander



Yes, all is in order in this department. Well done lads, keep up the good work

ROMANCE III DRAGON OF DESTINY

REVIEW

Welcome back yet again to the world of US software house Koei. Every now and then it seems to release yet another game that 99 per cent of stereotypical console fans would seemingly avoid at all costs. However the fact that the company is still in business and releasing games at the rate of one every couple of months would have me believe that someone out there must be enjoying these products. My guess is that it's the Japanese market (where I do believe the Koei development team is based). If this is the case then it would seem to me that the Japanese Mega Drive market is in a far healthier state than our own.

Last month we featured a review of Genghis Khan – another game by Koei. Unlike this game (the full title of which is the rather long-winded Romance of the Three Kingdoms III: Dragon of Destiny), Khan was based around the ancient Chinese warlord dynasties that existed before the birth of Christ. The object of the game was simply to conquer and subdue every opposing enemy of the known world.

Kingdoms III is set in the period post-Khan at the turn of the first century AD where the ruling clan, Han, has controlled the Dragon's Throne over successive generations. However, with the passing of time the people became complacent and weak. Subsequently a whole new generation of warlords sought to challenge their power and contest the throne, thus the stage is set for the latest

(and third in the Koei trilogy) wargame concerning this period and it is by far the largest and most involved of the Koei historical simulation series to date.

MONKEY MAGIC

To be historically correct, the game recounts the history of China during the Three Kingdoms period which historians usually place between 189 AD and 235 AD. Included in the game are over 500 historical characters and focus is primarily upon the rulers Cao Rui and Liu Chan who were in direct line to the throne. The game has six scenarios and the player has the option to play one of three historical rulers or to create a ruler of their own. Victory is finally decided when your ruler occupies all 46 cities in ancient China.

Romance III may primarily be concerned with war and the conquest of your fellow states, but the main stay of the gameplay deals much more with the preparations of war than the actual act of hostilities. This is one very involved game that will test your diplomacy and administration skills far more than your ability to command and organise an army.

Once the choice of which house you wish to command has been made it's not simply the case that the command is given and you dive straight into battle – before we even have a sniff of blood the matters of state must first be attended to. These tasks can be carried out by you taking over all diplomatic ties, or by appointing an advisor for each task that requires attention.

The chores of which I speak are all indirectly connected to building a strong army. They include the strengthening of the economy, for without money no weapons can be purchased and the

SECOND OPINION

Once again Koei has come up with a strategy game with some great potential, but sadly the implementation of this title lets it down very badly. Too much time is spent waiting around and not enough time is spent waging war on everyone else, thus making the gameplay quite slow. It is possible for up to eight players to play in one game, which may sound good in theory, but I can't imagine anyone ever doing this as games would take a horrendously long time to finish. Dragon of Destiny could have been good, but it still doesn't come anywhere near Koei's best game, namely Airobiz. ALLIE



The map of second century China. My forces are concentrated in the bottom left-hand corner

ROMANCE III OF DESTINY

troops can receive no pay (to name but two obvious reasons why any state requires a solid financial backbone), and the managing of food distribution to the peasants and military alike.

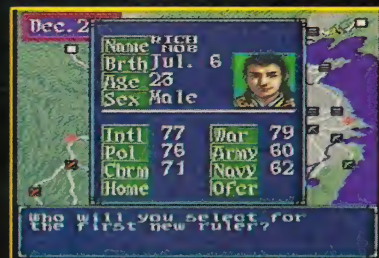
Appointing advisors to look after the land is also essential. These people will advise the farmers on how best to protect the crop against natural disasters which can occur from time to time such as floods and locust swarms, and destroy the best laid plans.

PIGGY

If your subjects are unhappy they may revolt, or in the worst scenario swear loyalty to another leader. This of course has a very important bearing on your entire campaign because with no harvest the people starve, and with weak workers and soldiers the economy cannot be stabilised, thus money is short. With no money for new weapons or pay for the army, disloyalty can soon follow and enemy states, aware of your weakened condition may decide to reap the benefits and invade.

The above example is merely one of the things that must be taken into account when playing this game and this is only scratching the surface. Many other factors must be considered before any conquests can be embarked upon. Neighbouring states may form alliances or they too may be severely weakened by any number of disasters so it always pays

(Below) What a funny name for a ruler - this must be the one Rich created earlier



(Below) Now that's a bit more like it. A good harvest means a happy population

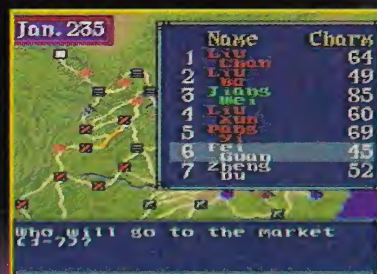


to insert spies into the cities of any potential enemies. For an incentive (be it gold or food), spies will report back on the condition of rival states. It is also a good idea to plant informers in cities under your control, because a few of your high-ranking government members may have grandiose plans of their own. Remember though, that if this is the style in which you operate, other states will have implemented the same method and you may have spies in your own court.

Many of you could well be under the impression that Romance III is a very exciting game. Sadly this is not the case, because the execution and overall presentation is plagued by the fault that I have found in most Koei games - everything about the game is simply boring. If the ideas had been presented in a more exciting fashion then this would go down as a fine game in my book. However the graphics and the slow manner in which every order and counter-order must be relayed let it down badly and as such I cannot recommend it to anyone except the most ardent player of this type of game. It's really our loss at the end of the day.



GERRY



Off we go shopping for the latest in weapon technology which is...a crossbow. Now that's state-of-the-art, let me tell you!

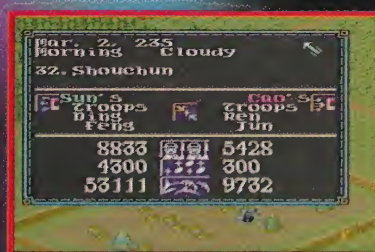
NO 49 TO GO...



The first moves have been made, so now I wait for the enemy's response



My opponent certainly knows his stuff. By making a left flanking action he has exposed my weak centre defences



The half-time battle results look something like this...



My troops have weathered the storm. A combination of dogged determination and bravery may have saved the day



The rain is now falling as the enemy retreats in disarray



The battle is concluded as my officers report the retreat of the enemy

ROMANCE III

PLAYERS: 1 TO 8

DIFFICULTY: MEDIUM

STRATEGY

GRAPHICS

4 A definite improvement on Genghis Khan, but still merely functional. Rather bad

SOUND

1 In all honesty, it's downright irritating

PLAYABILITY

5 No way. A detailed reading of the manual is needed for even the most rudimentary of commands

DURABILITY

4 Personally I could play it all day, but the majority of gamers will be put off by almost every feature of the game

UPPERS

- ▲ Very, very deep gameplay
- ▲ Weeks of play if you fancy it

DOWNERS

- ▼ It will probably bore you silly

ALTERNATIVELY

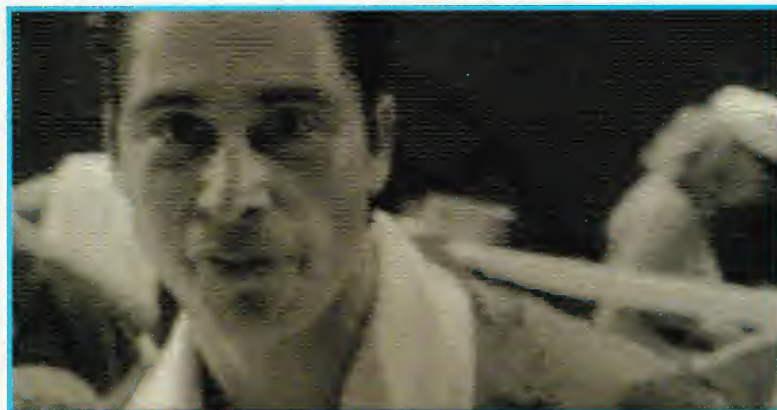
Powermonger touches upon many of the things that Koei has tried to incorporate into this. In reality though it is far superior, with great presentation and a better control and battle access system.



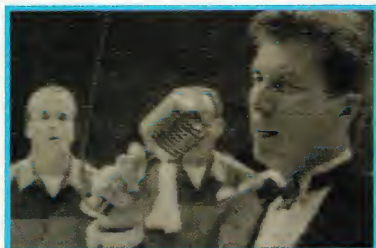
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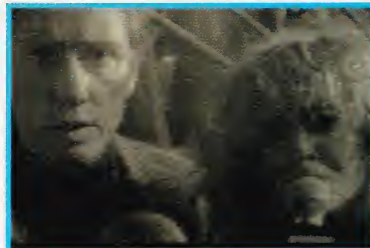
A mighty right jab from The Kid probably fails to connect, as usual



Your first opponent shakes your hand at the start of the bout



"Let's get ready to rumble!" A ring announcer's fave chant



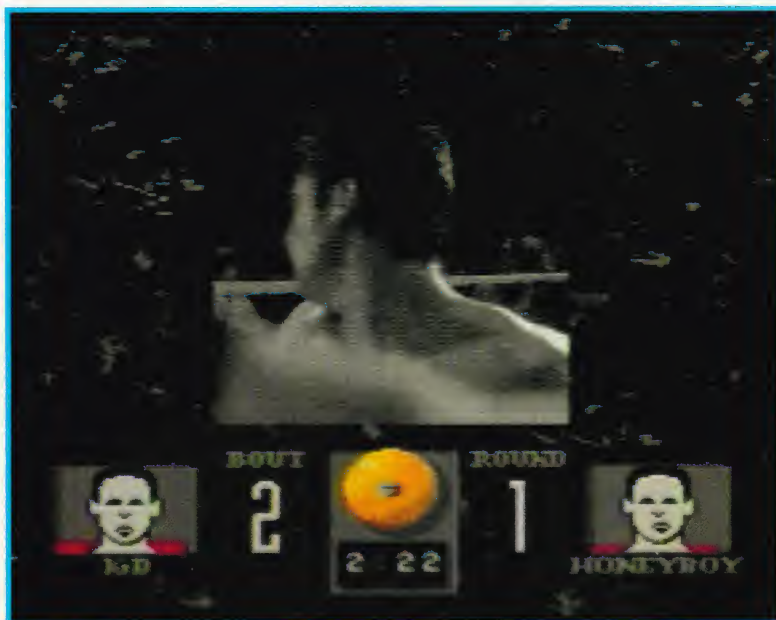
Reporters try to get an interview with the fabled Kid



The ref lays down the law in the dressing-room before the fight



Oh no! It's the fabled invisible caption eating monst...



Finally you connect with a great right hook



Boxing – the age-old 'sport' of mercilessly beating your opponent around the head with padded gloves until he falls over through repeated head-blows or exhaustion. Not the best choice for a children's console game, but it does have an MA-13 (US) certificate.

Ignoring the fact that the sport of boxing itself is pretty unsound in my opinion, how does this game weigh in? Well, the idea for the game is exceptionally good. Digital

Images filmed four boxers fighting towards a camera in a real boxing ring with a real ref, crowd and ringside staff. When you play the game you see exactly what was filmed and thus see the boxers fighting against you, in full FMV.

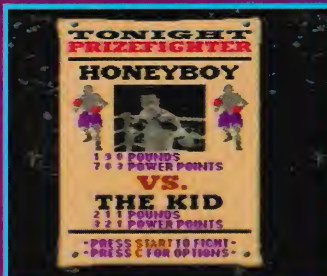
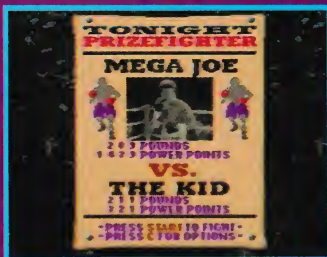
RAGING BULL

You can do all the usual boxing moves – hooks, jabs, uppercuts and blocking. The FMV film is overlaid with two boxing glove sprites and by use of different joypad combinations you become part of the action, performing the aforementioned array of moves. Well that is the idea, however in reality the film plays on in the background continuously and if the computer decides you hit your opponent with a punch, it plays a very short shot of the opponent being punched and then carries on with the film.

It's time to dig out your Mega-CD again – another FMV game has arrived. Oh what joy, oh what fun we had summer in the sun...

THE FIGHTERS

There are four opponents to face. Here are the three of the four you can select – the fourth is too tough to reach!



FIGHTER CD

Yet again we have a game that leaves the player feeling as if they're not really participating. You don't seem to hit the other bloke very often and hardly any boxing tactics can be employed.

It really is a pity that the gameplay isn't up to much because the presentation is excellent. The FMV uses 'moody' greys, which are a lot better than some of the previous gaudy colour schemes FMV games have had, although the Mega Drive's limited grey palette means there is still a lot of cross-hatching in evidence.

WHERE'S DA COLOUR?

The actual footage has been very well shot by the man who staged the scenes in Raging Bull, no less. If this were simply a demo then it would be very good – the introduction is superb and you really begin to believe that you are a boxer, especially when your coach and training staff chat to you before the match (there are even some famous faces among them). The FMV really does set the scene well and if the game then launched into a good boxing game it would deserve a top rating.

Unfortunately, it doesn't earn a high rating overall. When in play the FMV screen shrinks considerably and although the film running is excellent, the game never seems to recognise your punches and you end up continuously beaten. It is as if the computer plays the 'you've hit the opponent' sequence at random with total disregard for your actual moves, and never enough for you to win.

I am very disappointed that more has not been made of such a promising idea – if the collision detection between the sprites' arms had been better, this could have been the best boxing sim around. As it is, you get an excellently presented but totally unplayable boxing demo. Without playability, graphics count for zip in my book.

WHAT COLLISION DETECTION?!

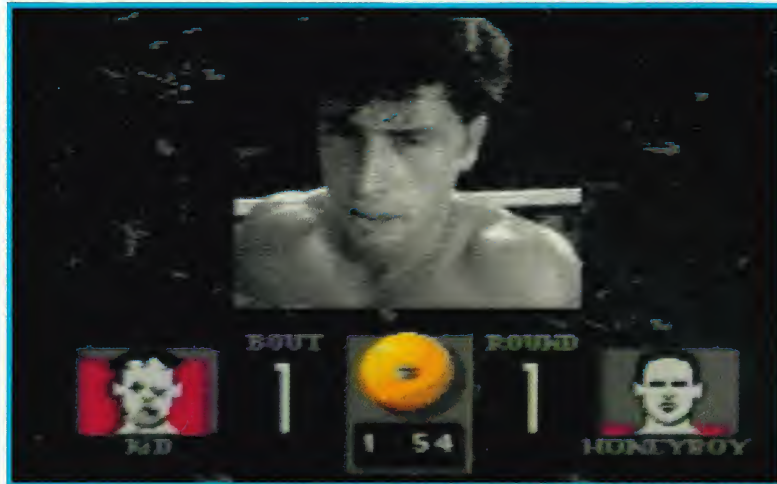
The sound, as always with CD, is excellent. Great rock tunes make up the background music and there is excellent speech from various people before, during and after the match. Very effective crowd noise and thumping blows accompany the match proper, and it all adds to the atmosphere tremendously. The film runs together seamlessly and you even get heckled by the crowd if you perform badly!

Attention to detail like this in a game would usually make you run out and buy it, but hold your horses...graphics do not make a game and neither does the sound. If the Mega-CD has taught us anything, it is that beneath most good-looking games lies a crap-playing game. Yet again Mega-CD owners have been let down by another sub-standard product that is trying to sell on the fact that it could never be done on the Mega Drive.

The game is too hard, there is no interaction and as a result you get bored all too soon. Spend your money more wisely and you will be happier.



LEE



The Honeyboy has just taken a good shot to the chops

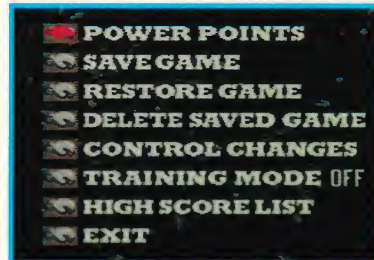


Honeyboy taunts you for losing. Pity you can't punch him now!

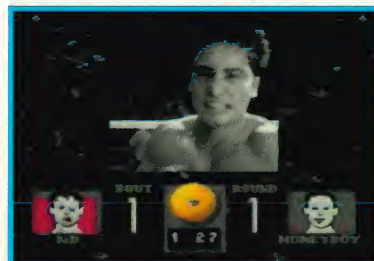


SECOND OPINION

When you first play this game it seems great – a superb idea combined with some wonderful visuals. However you soon start to realise that something isn't quite right. My first complaint is that there are only four boxers and it seems that in order to make the game challenging the designers have opted to make the fighters incredibly hard to beat, which results in you getting duffed up left, right and centre. A lot of the time when you think a punch should connect it seems to pass straight through the other fighter, resulting in some frustrating bouts. The premise behind the game is great, but sadly it could have been done a hell of a lot better. JOHN



The options screen where you can do all those optiony things you like



PRIZEFIGHTER

PLAYERS: 1

DIFFICULTY: HARD

SPORTS SIM

GRAPHICS

8 Excellent grey-scale FMV graphics, but the surround of the actual screen is exceptionally naff

SOUND

9 CD quality, so what more can you say! Excellent music and speech throughout

PLAYABILITY

1 Totally unplayable. You have to be very lucky to win a fight

DURABILITY

1 You will replay this game for curiosity value only – just to see if you'll be lucky

UPPERS

- ▲ Great FMV
- ▲ Generally good speech and music

DOWNERS

- ▼ No gameplay
- ▼ Incredibly difficult
- ▼ No colour FMV

ALTERNATIVELY

If you must have a boxing game, try Evander Holyfield. It's the best of a bad bunch.

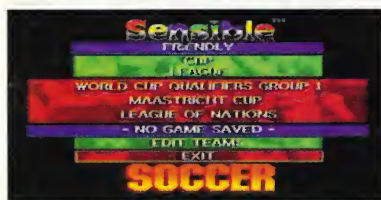


52%

THANKS TO TELEGAMES.
TEL: 0533 880445



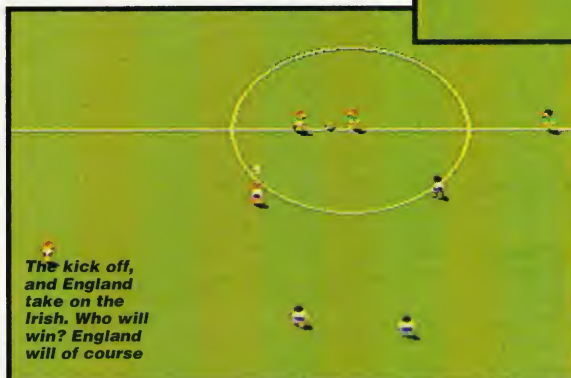
Check out the England squad. Terry Venables hadn't taken over when this was written



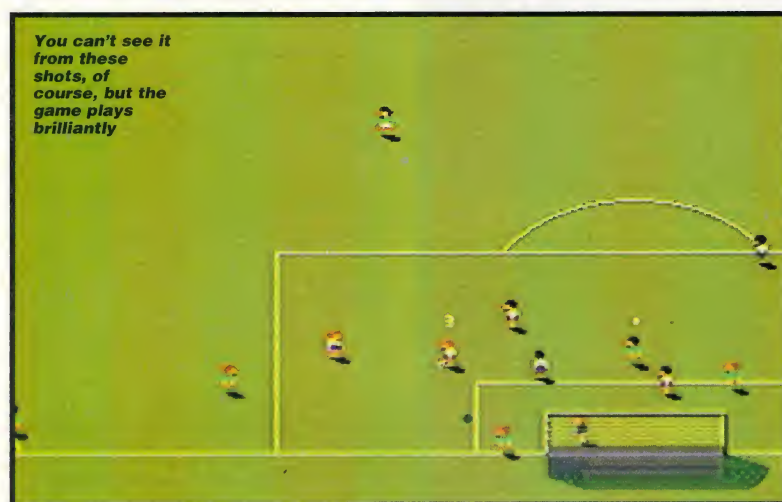
And the winners are...Madrid of course. Who ever doubted that they could pull it off? Well I did for one and I think that the rest of the nation might have something to say about that



We did the 'huge men' joke in the cart review, so I won't repeat it now... "Mum, look at those 50ft players!"



SENSIBLE SOCCER



You can't see it from these shots, of course, but the game plays brilliantly



A throw-in to England, and one of their star men is on the ball. I wonder if he can throw a goal in?

PREVIEW

Regular readers of MAG should already know of our great fondness for Sensi. In fact it's more than that, it's more like an obsession, so you can imagine our excitement at the prospect of an enhanced CD version of the already classic cart. The original game received a hefty 95 per cent back in issue 16 and it's by far the best football game on the Mega Drive. So what can we expect of the new CD version?

Well, don't expect the gameplay to change much. Instead of trying to update it, Sony has decided that the game already played like a dream and has left that aspect identical in every respect. The graphics in the original, although small, were perfectly formed and well animated. They will get a slight touch-up before the final version, but it will be only be very slight, so don't expect the game to really look any different during play.

The presentation though, is getting the Mega-CD treatment. With the kings of the introduction, Psygnosis, behind the conversion, expect some great cut-scenes and the like. There won't be any boring FMV sequences unlike previous CD conversions however.

The main point of interest with CD games is of course the sound, and Sensible CD has much improved crowd noise and soundtracks. The sound was one of Sensi's major down points, but with this version no one has anything to moan about. Sensible CD looks to be the Sensi cartridge game but with better sound and music, so what's the point? Well, the cartridge game was excellent to begin with, and there are those who own a Mega-CD and don't have the cart and that's who this is aimed at.

BE SENSIBLE

As the game is virtually identical to the cart it includes all the original's options. There are four cups to play in; the European, Cup Winners', UEFA and Sensible Cups and there's also the option to create your own cup. A whole host of both international and domestic teams are stored in the game, but because this is an unlicensed game the names are slightly awry, but you can

After the phenomenal success of the Sensible Soccer cartridge over the Christmas period, Sony is set to reproduce the result on the Mega-CD.

Tel-Aviv has scraped back a fluky goal, but that man Brown will soon have Madrid in a more commanding position

If only you'd seen this goal. A chip in from the right, straight onto the foot of an approaching striker. Magic!



BLIMEY IT'S COLD



One of the available options which is available for change is the weather. Here's TV weatherman John Kettley with his expert opinion on the subject, "Sensible CD has a plethora of weather options, including rain and ice, as well as both soft and hard ground. All can affect the ball's bounce and roll-on control, and the players can slip and slide around in certain conditions". Well, you heard it here first from an expert in the field. Thanks John. Now let's move over to the news room...

CER

change them quickly enough and have the real blokes playing, and save the customised team names to the Mega-CD memory. The silly teams are all still in there, allowing you to play as the 'numbers' or the 'sweets'. The game also contains league options that allow you and a whole group of friends to spend an afternoon playing the game.

HOW MUCH?

Then of course, there is the actual game – an all-action football game played at a storming pace, with excellent ball realism and great controls. It really does beat FIFA hands down. Then the addiction sets in, and believe me it still grips weeks (or rather months) later.

Still not sold on the idea? If the thought of getting the cartridge Sensible Soccer on a CD isn't enough for you then this might swing it for you. The cartridge game went out at £45, this CD version which is identical in every respect, except for the superior presentation and sound, is going out for the astounding price of just £30. Yep, you read it right, come June just £30 will get you the most playable footy game on the market. We certainly expect to see Sensible CD leave the shelves at an incredible rate of knots.

Of course, it will not be entering an easy market, with many people already sold on FIFA, and the new Imagineer-produced Kick Off 3 on the shelves by then. Can Sensible beat off the competition and become team captain? It has some stiff competition graphically, but as playability is all-important, it really has nothing to worry about.

Rest assured that you'll find out the result of the forthcoming football frenzy in a future issue of MAG.



LEE



Gooooaaalllll! England smack a cracker into the back of the net. That man Brown in control!



These are the options available from the custom teams. The silly team are all available for play here



Options for the cup – you can customise the cup any way you like!



It's the Sensible Cup Final! The mighty Madrid, take on the towering Tel-Aviv. Alliteration at its best



The instant replay feature starts whenever a goal is scored. With it you can really rub in your superiority



It's a goal and Madrid takes an early lead. Guess who was Madrid, yep, me!



Arghhh! Buddy has died and it's shown in graphic detail

Delphine is back with another polygon extravaganza, and guess what? Lester's dead!

ANOTHER WORLD 2: HEART OF THE ALIEN

PREVIEW

Enough of the Top Gun stupidity and on with this preview. So Delphine is back then, but it isn't Flashback II it's Another World 2: Heart Of The Alien and it looks smart! Just in case you don't remember Another World, it was one of the first games to feature rotoscoped graphics and fantastic gameplay to match the fluid visuals.

The story involved a physicist, Dr Lester Chaykin, who was blasted into Another World after lightning struck a particle accelerator in his laboratory. There he encountered strange alien beings who put him in prison where he discovered that there were two distinct classes of aliens – one that ruled and one that was enslaved. A slave helped him escape from prison and together they fled from the world with the help of a winged serpent, although Lester was badly injured in the escape.

BUDDY BATTLES BADDIES

That was the end of part one, and part two takes over immediately with the winged serpent landing in a slave settlement in an excellent introductory sequence. The sequence also shows the ruling red-eyed aliens destroying the blue-eyed slaves' homeland. In this settlement Lester dies and you discover that you now control the alien slave, who goes by the name of Buddy. This doesn't mean that you'll never see Lester again though, because during the game Buddy goes through several memory sequences where you must re-enact the parts of

Another World 1 where Buddy left Lester, so you now see where he went!

In the Heart of the Alien you take Buddy through the alien complex to avenge the death of your people and of your comrade Lester. To help you in your quest the programmers have seen fit to give Buddy a whip as well as Lester's old

LESTER CHAYKIN RIP

The doc is dead, but you can revive the man by booting up Another World 1, included free on the disc!

The life of a scientist eh? That's the life for me!



Lester arrives in Another World and climbs from an alien pool. See the Beast in the background?



Watch out for these electrocution traps they can sometimes catch you unaware!



In this game you have to look into the screen too! Here the guard is firing out of the screen towards you

You've blown up the generator with a tremendous blast from your gun



Buddy lets loose a massive bolt of energy and blows the door into smithereens

Buddy climbs a rock to escape the following Beast



Use the whip to cross gaps, like this. I just hope it holds firm to that rock!

Buddy tries to whip a guard as he goes for his gun



Get too close to a guard and you will end up beaten on the floor

ANOTHER WORLD 2

OF THE ALIEN

gun, so he is well defended from the beginning. Use the whip to cross large gaps by cracking it at overhanging rocks, then swinging across. The gun is the same as in Another World 1, with a shield and a large explosive charge.

Buddy can fall foul of various obstacles in the game. As well as long

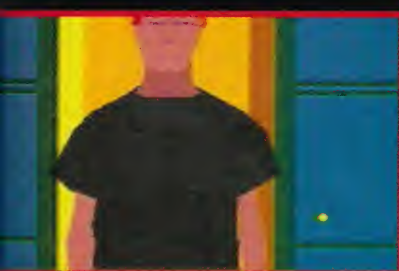
falls and sharp spikes, there are poisonous growths and the ruling aliens to look out for. The Beasts have also made the transition to this game, and Buddy encounters one on the second screen and must run for his life to escape. Only nimble climbing skills will save him from their savage jaws as they can run far faster!

CD DELIGHT

Although the game is far from complete, what we saw was very impressive and should please fans of the original game no end – as long as they own a Mega-CD that is, because as yet this is not scheduled for release on any other format! The animation is as excellent as ever and the attention to detail in the graphics is brilliant. For example, at one point Buddy must blow up a generator to lower a magnetically held platform, but it is also held by a second generator that can only be destroyed by some heavily guarded explosives. You must find the explosives and use them on the generator after blowing up the earlier one...and all within the first 15 screens! Who knows what the rest of the game will hold? It certainly isn't an easy game and should keep players busy for a long time.

Another World 2 looks much the same as the first game with its excellent polygon graphics, but because the game comes on Mega-CD it has much improved music and effects. You also get Another World 1 included free on the CD too, so if you haven't already seen it, now is your chance to meet the good Doctor Chaykin. Not only do you get one game for your money, you get another and they're both excellent!

As soon as MAG receives a copy of the final completed game, we will bring you an in-depth review. Until then, just feast your eyes on these splendid screen shots!



Lester arrives at work – he drove in his Ferrari you know



I told you to watch out for that Beast – now you're finished!



This is what happens to the guards when you're faster with the iron

VISUAL FEAST

The game contains one of the finest attract modes ever seen in a video game. Here are just a few frames...



Buddy and Lester fly in on the winged serpent



Buddy carries Lester towards the settlement that was destroyed by the evil rulers



The serpent grows as Buddy and Lester dismount



A dream sequence contains one of the evil red-eyed aliens! Scary!

There has never been a better time to learn to swim. Find out why with Kevin Codner...

PREVIEW

Swimming is great you know. So come on, dive in. If only the passengers on the stricken SS Lucifer had learnt to swim then perhaps the rather strangely named Kevin Codner wouldn't have been in such deep water (groan...).

Kevin is the loveable star of Codemasters' latest game, and this time it's going after a big share of the puzzle market instead of the driving one. As Kevin it's your job to save the passengers on the aforementioned ship from certain doom. That's not to say they're helpless of course...just stupid.

SAVING STUPID SEAFARERS

They can walk and climb, and indeed will if they can, but they will also walk off sheer drops or into flames if allowed to. You must set up a path for them to follow so that they reach the exit hatch of the room safely, then you can use the escape chute to the next puzzle.

The action, therefore, is very much in the mode of Krusty's Super Funhouse, ie not with you controlling the dying breed



(à la lemmings), but instead controlling a guide with the aim of clearing a way for the 'less able' members of the troupe. Of course, in the funhouse you had to murder the rats, whereas here you must save the feeble survivors.

So what hazards are the passengers likely to face in their quest for freedom? Water of course! They can't walk once their feet are covered in water, so they start to float. The only way out for a floating passenger is to help them regain their feet by way of either a jet-pack or a life-raft. Jet-packs are found around various levels and can be freed from their holsters and thrown to the struggling 'swimmers'. Kevin can only use one life-raft per level, so it must be used wisely. Be warned, a meter at the bottom of the screen shows Codner's current air level, as he too only has a limited time in water.

The passengers face a variety of other dangers, including fire, long falls and scalding steam. Kevin can also fall foul of the same fates, so you must be careful not to get him too close either! The path the passengers take is controlled by use of various switches in the ship. Some control the direction of conveyors, others open and close floors or use cranes. Kevin also has some bombs with him with which he can blow up anything that gets in the way of the escaping melee.

Unfortunately the game is made harder for Kev by the fact that due to the excess weight of his equipment, he can't walk on some of the floors that the fleeing passengers can. Thus they are

likely to collapse beneath him which blocks the path of his followers.

KING PRAWN OF THIEVES

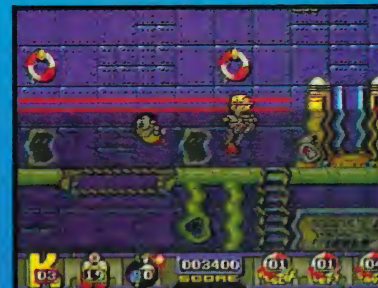
The graphics are very similar to those of the James Pond games, and the game also goes as far as to choose a fishy pun on the name of the star. Of course, this is no bad thing, as all three games in that series had excellent graphics, and the graphics of Sink or Swim are equally good, with comic sprites and some great death sequences. The sound is equally 'in tune' (sorry!) with the graphics and some great nautical tunes accompany the game.

But it's the gameplay that's all important right, so what's it like? Even though this was a pre-production copy of Sink or Swim that we saw, the action was very compelling and the desire to rescue the dummies and see the next stage is very strong. The action is fast and you are dropped in the thick of the action from the beginning – without your help the passengers really will jump to their deaths, just like the lemmings did before them.

Codemasters may well live up to the statement in its press release, to "drive the nation completely, utterly stark raving bonkers", when the game is finally released in June. Before then of course, we'll give you a full review of the finished version.



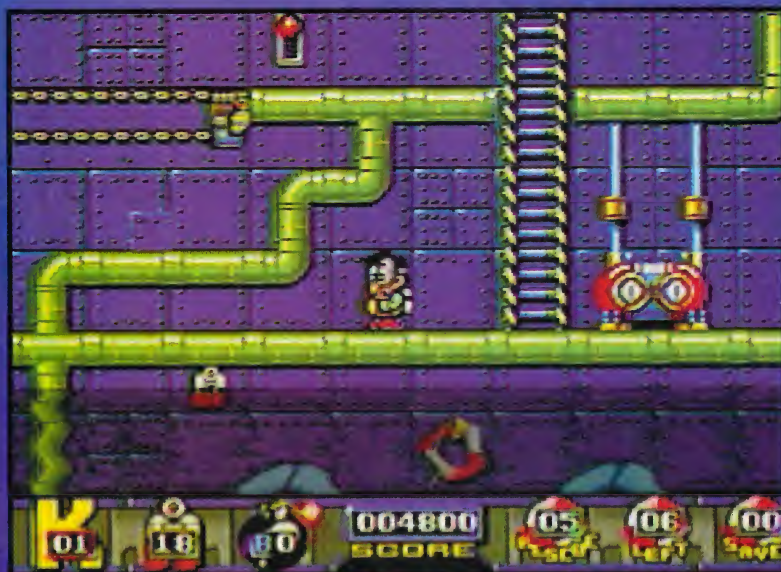
That door ahead is the passengers' exit. You must find your own escape hatch



The timer on the panel reads 19 seconds of underwater time still available



Mr Codner exits through his chute

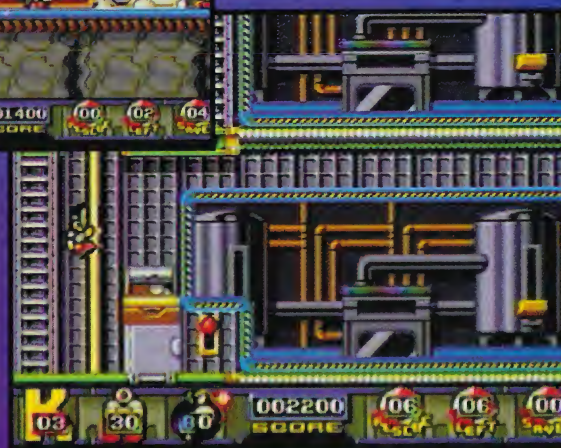


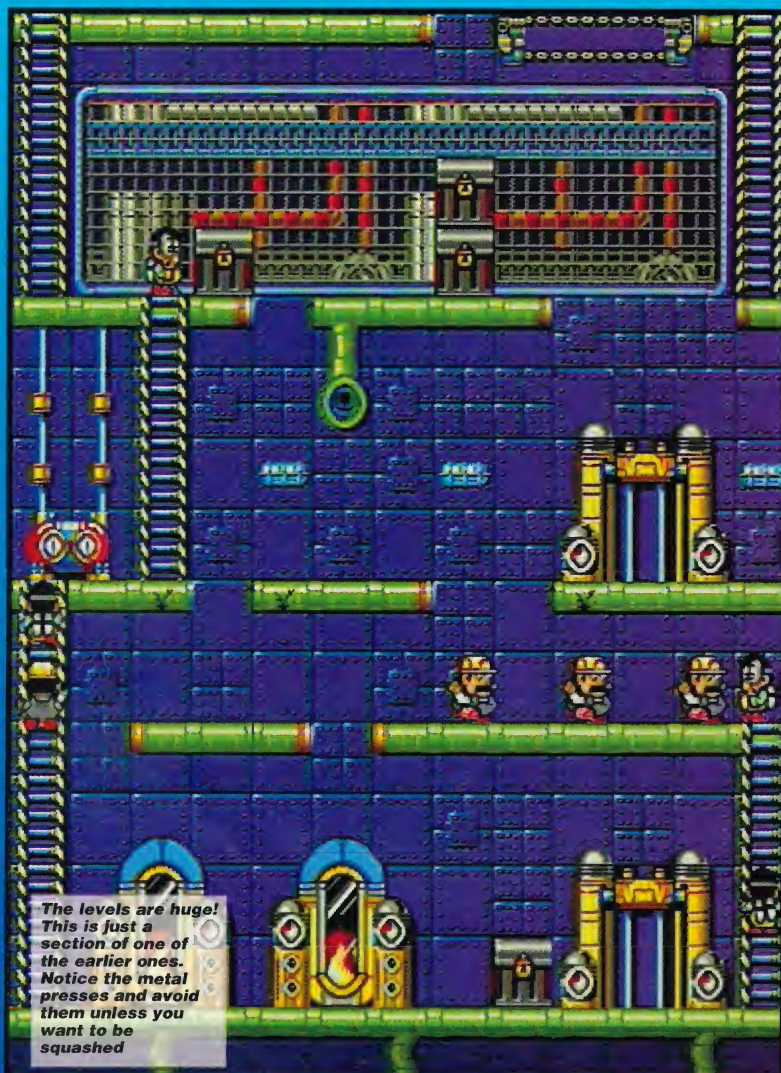
Up above Kevin is a switch for purposes as yet unknown. A jet-pack is floating in the water below



(Left) A door has been blown and some passengers have already made it to the hatch. Kevin must rescue a certain number to open his hatch

(Right) Later in the game Kevin can use various means to get around the screen. Here he whizzes down a fireman's pole





The levels are huge! This is just a section of one of the earlier ones. Notice the metal presses and avoid them unless you want to be squashed

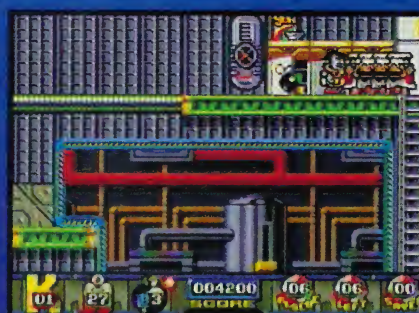


Kev has run out of tries, so it's game over!

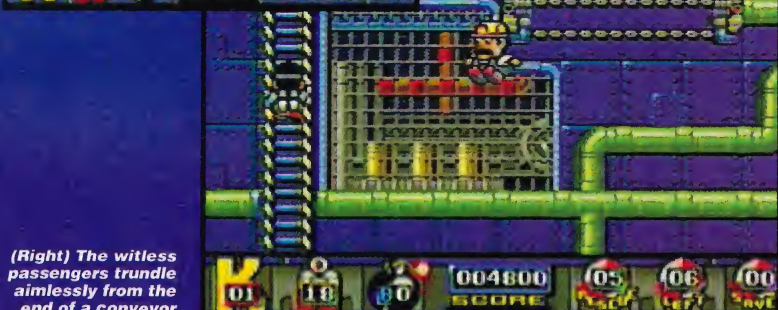


Kevin pops up on the level start screen, to catch several large Alpha-bites!

K OR SWIM



(Left) A bomb is placed by the door, and soon the way will be clear



(Right) The witless passengers trundle aimlessly from the end of a conveyor



The jet-packs secured in the wall are released by a push of the C button

SUB-TERRANIA

Sega's programmers take a blast from the past and bring it right up to date. Thrust becomes Sub-Terrania!

PREVIEW

A long, long time ago there existed a game called Thrust – a C64 game that spawned an excellent ST shooter by the name of Oids. Both were based on the principle of gravity, with you controlling a small ship which had a bottom-mounted thruster for movement, that was continually being pulled downwards by Newton's force. Sega has obviously seen these games and Sub-Terrania is the result.

Set in underground caves, you take control of a similar craft as seen in the

earlier games and blast your way past alien baddies while completing the various missions. Your ship is constantly draining its fuel tanks which will need topping-up now and again if you want to avoid crashing. To make life a little easier there are various power-ups dotted around the landscape to increase your ship's potential.

The graphics look fantastic and Sega's programmers have pushed the cart spec up to 16 meg to accommodate the huge levels. The ship is excellently animated and there are a multitude of aliens to fight against, with some massive explosions on successful contact. The sound is up to the standard of the graphics and the playability is outstanding. This really could be a game to look out for, and rest assured that we'll get more info and a full review before its summer release.



LEE



One of the impressive end-of-level guardians that you face, unsurprisingly, at the end of levels



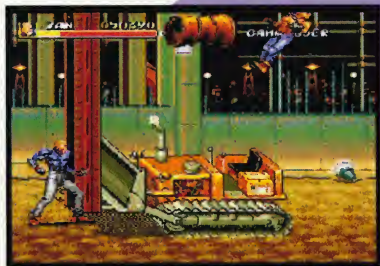
As well as taking on enemy ships, you also must take out installations



You have just fried an enemy ship. Watch out for the other approaching from below

STREETS OF RAGE 3

PREVIEW



Seems like Zan will need all his robotic strength for this dumper truck



Axel doesn't need to attack women any more. They just start dancing when they see him

It had to happen of course. With two very successful Streets of Rage games under its belt, Sega has gone for the treble, with number three presently nearing completion. The story-line involves Axel being arrested for a crime he didn't commit and his friends Blaze and Skate breaking him out of jail with the help of one of Mr X's men, Dr Zan. The three are now on the run from their former friend, Adam, and Dr Zan has joined the troupe to lend a hand.

Following the same scrolling beat'em-up formula of the previous games, but improving on the prequels' graphics and sound, Streets of Rage 3 looks to be the best-looking of the series.



Zan warps out Slaine-style in the techno funk level. Well, maybe not, after all

It takes the most impressive bits of the two previous games and improves them. The game includes not only the excellent graphics of Rage 2, but also the ability to use two players together to perform group attacks as seen in Rage 1.

To better both earlier games, the new title now allows you to choose your path

Ragers – grab your joypads. The Bare Knuckle crew are back for their third outing.

through the game – no linear play here you know! To cap it all, the game is on a massive 24-meg cart and is scheduled for release sometime in April. With any luck we'll have a full review of Streets of Rage 3 next month!



LEE

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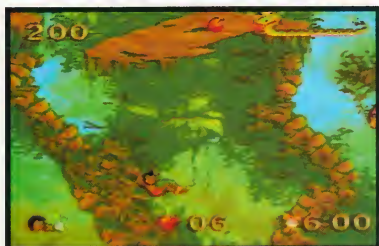
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The partnership made in heaven is back again with more Disney frolics. This time it's Jungle Book.



Mowgli swings through the air with the grace of a jungle animal



The venom-spitting snake – a few bananas should sort it out once and for all



Something tells me the Kipling stories inspired more than one of Rice-Borroughs' books. Swinging on creepers, living in jungles with the animals...not heard that one before, have we?!



That small baby elephant makes a splendid restart point



It's the narrator from the movie, Bagheera the puma (or is he a jaguar?)



Use the snake as a springboard or kill it. The choice is yours



The subject matter of this game should need no introduction – Jungle Book is possibly the most famous and successful cartoon of all time. Virgin Games (RE Interactive) has yet again teamed up with Dave Perry, the person responsible for Cool Spot and Aladdin, for the Mega Drive interpretation of the famous film based on Rudyard Kipling's Jungle Book.

The story concerns Mowgli the man cub, who was brought up by wolves to be one of their own kind then cast out to

reluctantly rejoin his own human tribe. The difference between the film and the game is rather striking. In the film the young Mowgli decided that he did not want to return to the humans and his friends helped him to stay in the jungle, however in the game the object is to help the boy make his way to his own people.

On the graphical side it has to be said that Jungle Book does look and play rather a lot like Perry's Aladdin. The very colourful backgrounds and fluid character movement that we associate so much with Perry's previous work is very much in evidence in Jungle Book. This comparison (as anyone who has ever played Cool Spot or Aladdin could testify) should be taken as it is intended – as a compliment. What stronger recommendation could ever be given to a game than to say that it looks and plays much the same way as Aladdin?

THE PARKHEAD JUNGLE

With the game set in the jungle, the programming team had the opportunity to let their imaginations run wild. The stages are positively alive – the vegetation is splendidly depicted and gives the clear impression of lushness while still conveying a feeling of danger and the unknown.

The locations used in the game are almost identical to those seen in the film, so we can expect to meet Baloo in his nice little part of the jungle, chilling out and generally taking things easy. From meeting Baloo, Mowgli will move on to the ancient ruins where he encounters King Louie and his entourage of monkeys swinging the day away. The Dawn Patrol is of course also featured, complete with the little elephant who will teach the jungle boy how to march and behave in a very military manner.

All the characters from Jungle Book have been recreated beautifully for the game and we can look forward to seeing King Louie waving his long arms in excited anticipation, Baloo throwing his food into the air and scoffing it down in one go, then floating down the river. The irrepressible

JUNGLE



Another action-packed shot of that little kid leaping from creeper to creeper

Bagheera will pop up from time to time, oozing sophistication and divulging words of wisdom to anyone who may be within earshot. Rest assured the dreaded Shere Khan will make an appearance for the final showdown which will decide the outcome of Mowgli's fate.

LION BAR

All of this praise aside, the one element of Jungle Book that cannot be ignored is the genre of the game itself – yes readers, Virgin has come up with another platform game. Overcrowded, boring and mundane are all criticisms I myself have thrown at this market and not without good reason. Many of you out there will no doubt be more than aware that the majority of platform games on the market do fall into one of the above categories, but the glaring fact remains that the Virgin/Perry partnership (which unfortunately has come to an end) usually do come up with the goods and from what I have managed so far to see this should also be the case with Jungle Book.

Of course, being a platform game we can also expect all the usual 'platformy' attributes. The usual collecting bonus items such as extra lives and more time to complete the stage (oh yeah – the stages must be completed within a certain time limit which some players may find to be a complete downer) are all here, and the young Mowgli must find a certain number of jewels before entry to the next stage is permitted. In the complete version there will also be a small bonus screen between stages.

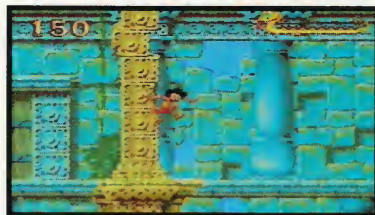
This game is really shaping up to be the next Aladdin. The music is great – an amusing rendition of Bear Necessities can be heard on every stage. We are also promised amusing 'I'm bored' movements by Mowgli whenever he is standing on the same spot for too long. I suggest you check out our full review in the next issue of MAG, because Virgin is promising a few more surprises when the game is 100 per cent complete. I can't wait, can you?



GERRY



Woooooo, it's night-time in the jungle again



The old human ruins – a perfect place to leap around in



Ways of relieving boredom, No 2 – balance a banana on our nose



From this side to that, undercover of the night



What on earth is he getting all excited about? Just shut it!



Oops, I didn't see that crack in the rock

LE BOOK



As the skull spits nasty stuff, we get on with the task of pushing this statue



In times of intense boredom we juggle bananas...and other things

JAMMIT

PREVIEW

Another basketball game? I hear you cry. Yes indeed, Virgin has jumped on the bandwagon and is set to release Jammit on your Mega Drive in May. So why buy this particular basketball game as opposed to any other of the many on the market?

Jammit is another street basketball game (like Barkley's) and is played as a one-on-one game, meaning there is only one net and half a court. You take your

If you thought the basketball furore had died down after last month, you were wrong...

pick from three players – Chill, Roxy or Slade – and must play against the other two and win, with your aim being to eventually take on the big cheese who goes by the name of Judge. The player graphics are fully rotoscoped, so rotate smoothly through 360 degrees when they turn. When the players jump up to the net, the screen zooms in close as you try to slam dunk the ball or block it if defending. The action takes place on a choice of three courts, all with super-smooth parallax backgrounds.

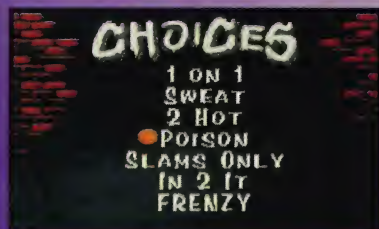
The cartridge is 16meg and the sound must take up a huge part of that. There are an unbelievable number of speech samples in the game and loads of top tunes. In fact you can change the tune while playing, by running to the ghetto-blasters at the back of the court. There is so much sound in the game that you are even given the option of three different levels of speech.

There are eight different types of one-on-one game, played either against the computer or a human opponent. Another great idea is that you can bet on the outcome of the match beforehand and reap the winnings if you play well! It's an added incentive to try harder and of course the more money you make, the better your final score.

The gameplay is what really counts in sport games of course, and here Jammit scores very well. The game is an all-out action game with very little



Judge, the boss. You've gotta beat the others to meet him



Slade shows Roxy his rotoscoped side



Judge takes on Slade in the snake-pit. Notice the ghetto-blasters music selector?

strategy involved. For people after a basketball game with great graphics, endless speech and superb action, Jammit should be the answer to their prayers. You can find out all about the game in our full review, hopefully in next month's issue.



LEE



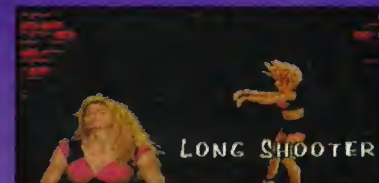
(Left) Roxy heads up for a dunk, with Slade trying to block her



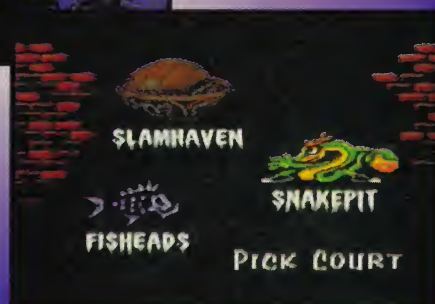
(Right) Pick your court – three are there for the choosing



Chill and Roxy in close, with Chill trying a slam dunk



This is Roxy, the token female player





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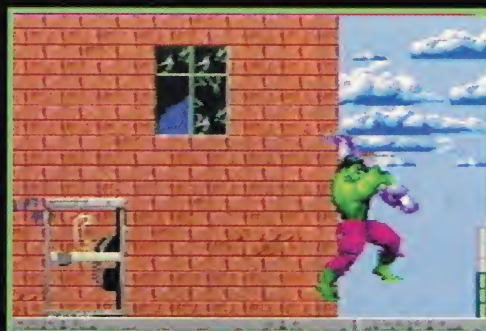


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First the comic, then the Exploding Rage Cage, now finally the console version. It's the Hulk, of course...



In the city, the Hulk has grabbed an unfortunate android and is about to pile-drive it into the ground!



The Hulk battles with the Rhino atop a construction site. Ooooff, he's just connected with a vicious left!

THE INCREDIBLE HULK

PREVIEW

You must have heard of the Incredible Hulk! Statistically, 79 per cent of seven to 15-year-olds have heard of him, so it's rather a surprise that a game featuring this character hasn't arrived sooner. Just in case you don't know the story, the game concerns Dr Bruce Banner, a renowned physicist who is caught in the gamma ray blast of an anatomic bomb. His metabolism is so altered that when enraged he becomes the Hulk, a green being with incredible strength.

GRAPHIC DESTRUCTION!

This platform version of the story is set over five levels of action. All differ in their graphical style and are set in different parts of the city. The urban cityscape provides the Hulk with the Abomination to deal with as he battles through the city against the Leader's troops. Next the Hulk has to travel through a construction site



Finally the Hulk emerges from the labyrinth, into a battle with the monstrous Tyrannus

and enter Tyrannus' lair, and he then goes after the Leader himself in the fortress. The four main levels are filled with armies from the Hulk's comic enemies - Tyrannus, Absorbing Man, the Abomination and the Rhino as well as the Leader, who is the Hulk's main adversary.

Now this wouldn't be the Hulk without a great deal of high-quality destruction, so US Gold has decided to include mainly robotic enemies for the Hulk to mangle to destruction in a huge wave of anger. The Hulk can become so angry at times that he actually destroys



Inside the Leader's fortress, the Hulk has come across a laser weapon and an armed robot

the background buildings, as well as cars and trucks on the street.

HULK-AMANIA!

The graphics so far look amazing, with excellently animated and well-defined sprites. The Incredible Hulk has a wide variety of moves at his disposal, plus there is a great 'change' sequence when Banner becomes the Hulk or vice versa. To cope with this the cartridge will be a 16-meg affair, which is fast becoming the standard for today's cart games. The June release can't come too soon for us and we'll be reviewing it as soon as we can get our sweaty little mitts on a complete copy.



LEE



This is inside the Leader's fortress and the Hulk(ster) has a gargoyle by the throat!



Further into the interior of the fortress, the Hulk backs away from a giant beast

The Hulk stalks Tyrannus' labyrinth in search of the evil fiend





What can I say? It's the complete guide to Ren and Stimpy. Carry on by all means. Happy, happy, happy. Joy, joy, joy.



GERRY

THE NEIGHBOURHOOD

Things don't come much easier than this stage, but nevertheless keep open a beady eye for killer lawnmowers and small green things. The first real task is to overcome the flamingos. These cannot be killed, so instead time your jump and land between them. Collect the money and keep an eye open for the birds.

The next problem to be faced are the runaway lawnmowers, which are easily disposed of. Simply stand on the far side of the fissure and spit or slap them with your towel – easy stuff! Now move into the kitchen to kill all the green things that storm at the lads, then leap into the top freezer compartment of the fridge.

Your next stop is the ice cave where you should watch out for hen pecks and big eyeballs. Kill everything, move to the right and move up the slopes; killing anything that comes near you. When you hit the slope, jump up as you slide down – many bonus points are to be found lurking at the top. Get ready to kill the hen when you reach the bottom.

After wasting the hen, move to the right and hit the eyeball. Move up and be ready to use your friend as a drill or sledgehammer to break through the floor. The big blue walrus will try to flatten the boys but simply

run to the corner and when he comes near, run under him and drill through. There are three floors to drill through.



THE ZOO

More mayhem, but nothing Ren and Stimpy can't handle. The first thing that we must master are the hippos. Be careful of the hippos with the open mouths, as they will gobble up the lads. Wait until its mouth is closed and jump, using the power leap, onto its back. Run under the bird and simply jump from the head of each hippo onto the next.



After this you next have to negotiate the meat-eating giraffes. Simply use the high jump and leap over their heads. Now get ready to pass into the gorilla cage. The easiest way to negotiate this stage is simply to stay high and move easily to the right. However the chances are that first time around one of the smaller monkeys will knock Ren and Stimpy to the floor. If this occurs, stay on the ground and hit anything that moves. When passing through the small barrels simply continue spitting until you reach the small aviary. Jump up and move into the bird cage. Prepare yourself for a spot of flatulence.



On this stage the first part of the machine can be picked up. Simply control the wind passing from the back passage to direct yourself. Pick up the bonus items dotted all over the place but watch out for the crows and the eagle. The first piece of the machine can be found near the end of the stage on the left-hand side.



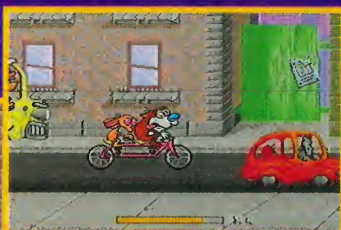
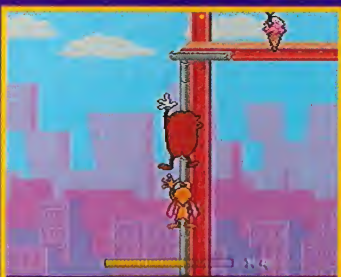
THE CITY

The largest stage of the game and perhaps the most taxing. As soon as Ren and Stimpy appear, kill the fireman and move up the building by way of the window ledges. There are a few bonus items up near the roof (mainly food to be collected), but be ready to jump over the rolling logs.

When on the roof kill the fireman but watch out for the birds who will literally land you right in it! Move left and climb up the high pole. Simply continue moving to the right until you reach the end of the girder frames. Move down and when you can see the ledge of the office block, leap over. The continuing stages of this section are simply a mirror image of the part just completed, so now you know what to expect.

After completing this, the bicycle race is next – so get ready to peddle, push and shove! The truck will close in and as soon as it hits Ren and Stimpy, they lose power. The only way to escape from the truck is to stay to the middle of the screen, not too far ahead. When the cars appear on the right-hand side, jump over them. Remember that when you are in the air, peddling still increases speed.

When you have cleared this section it's onto the crazy downhill jamboree. Keep an eye on the right of the screen, while jumping over the holes in the road. There are bonus items on screen but it's best to leave these, because when Ren and Stimpy pick something up, they usually lose power. When completed it's on to the next stage.



THE POUND

This stage starts off reasonably easy, but things become a little sticky towards the end. When you first arrive things may appear peaceful, but beware – every time you pick up a slice of ham a large block from the roof will fall to the ground, crushing the animals. These can easily be identified as they are smaller than the usual blocks on the roof. However, if you simply rush forward, grab the food and run back again, the food can be collected without any harm coming to the lads – the block should fall to the ground.

Simply kill the bulldogs by spitting at them from the safety of the far side of the gap in the floor. Ren and Stimpy will then run into a bloke dressed in white – simply spit him to death and proceed to the right. You should now come to a pipe. Wait until the first drop of slime has fallen from the pipe, then grab hold and climb up to the next ledge.



Above you will be a criminal-type bloke swinging a hammer. To kill him simply jump up the next ledge, turn quickly and spit at him – easily finished off.

Your next task is to climb to the top of the pound. Some rather large metallic balls complete with spikes will be blocking your way. There is no set way of completing this, but if you simply time your jump, you should be able to pass by rather easily. Once at the top, simply continue to the left and onto the next challenge...

...Which is the wrestler in the ring. All that needs to be done here is to stay in the ring until the hands have traversed the full circumference of the clock face, which is easy if you follow these instructions. Stand at the extreme left or right of the ring and when the fat bloke steps up to jump onto Ren and Stimpy, simply run to the other side of the ring. The wrestler will continue this stupid clumsy attack pattern. Very soon time will run out and Ren and Stimpy will move onto the next section of the game – the outdoors.



THE OUTDOORS

This is a rather small stage which leads on to the section where Stimpy's invention must be switched off. The outdoors is a simple romp where you must avoid the little dragonflies and the tentacle things that appear from the gaps between the teeth. When the animals reach the long dangly nasal hair, climb up but be ready to destroy the little devils waiting at the top.

When the end of this stage is reached you will find a small sort of bicycle which can fly. The easy way to do things here is to stick to the top of the screen and continue to the right where another piece of the machine can be found. However, if you fancy a little danger and excitement, have a look around as there are plenty of food items and is one up for grabs. After the machine part is collected the lads will move onto the last section of the game.



THE MUTATE-O-MATIC

The lads will be sucked into the large jar where the bubbles are rising. Jump onto the first bubble and use the high jump to leap onto any bubbles that are above. This may take a few attempts but eventually you will reach the top. When at the top, jump from the first blue electrode to the electrode on the right. Wait until the current has passed from view and drop down. The current should have switched off leaving Ren and Stimpy to fall unharmed to the floor.

When they reach the floor, be ready to leap to the right before the candle can burn them. Your next task is to make your way upwards without being fried. Simply wait until the light switch is off, then jump up to the safety of the metal adjacent to the LED. Continue in this manner until the top is reached.

OK, we're almost there! This next part is easy – jump onto the bellows to extinguish the candle. As soon as the flame is blown out, run and jump over. Continue to do this until the bottom of the section and the switches that turn off the machine are reached.

You will now see four switches right before you, each of which must be pushed to the down position and stay there before the machine can be turned off. Watch the electrical charge – it normally travels from left to right so wait until it is at the right-hand side before you jump onto the switches. When all four are down it's game, set and match to you. Watch the end credits, turn the game off and plug in Sensible Soccer. Well done!



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path around the rocks and you'll reach a small clearing with a wood in it. Enter the wood and walk around – there are a few chests to be opened as well as a couple of locked ones. Speak to the weird traveller bloke, cross the bridge and you'll arrive at an empty hut. Walk in and take the axe from the table. Below the hut is a big tree that the woodcutter will chop down when given the axe (go back and give it him). Now the bridge will be prepared and the real fun begins when the next half of the map is opened up!

CAPTAIN BIRDSEYE

Dear Sheila,
Do you know any cheats, Action Replay or Game Genie codes for SFII that will let you do special moves in mid-air? On the machine I play on regularly all the characters can do their special moves (fireballs, flames etc) in mid-air, as well as throw fireballs when they're not supposed to. For example, Balrog does a running punch and throws a fireball at the same time, so can you do it on the Mega Drive version or is there a code that lets you do it? If it is in the arcade game, why wasn't it put in the game? Please can you reply to this letter.
Lee Aplin, Minehead, Somerset.

Sorry to disappoint you Lee, but the arcade SFII you have been playing is in fact a pirated version of the original game that has been tweaked with, resulting in the bastardised version you've been playing on. A little bit of trivia while I'm on the subject of SFII SCE – the reason the game was released in the arcades and on the SNES (SFII Turbo) was because Capcom was tired of the pirated versions you describe and felt forced to produce an official 'stopover' game until Super Street Fighter was ready for release. Intriguing!

Thank you, thank you. How are you all this month then? It's been another hectic month of letters and lavish showbiz engagements for me, so excuse any mistakes this month which are due to a particularly dreadful Valentine's Day hangover! On with the show...

HAD HIS HEAD

Dear Sheila,
Is it true that there is a cheat for Super Kick Off, where there are two totally different teams – one of Sonic the Hedgehogs and a team of Tails? If not, my friends are in trouble! Thank you.
Darren Buckley, Bartley Green, Birmingham.

Erm, let's just say that any major plans for revenge over the perpetrators of this priceless gag should be swung into immediate action! Darren, I'm sorry, but it would appear that you fell for it hook, line and sinker.

SON OF ARTHUR

Dear Sheila,
I'm having a few problems with Warriors of the Eternal Sun. I cannot get the map or fire rings for Ascan Land. I've been in the pyramid and found the Pool of Healing, but keep getting stuck in the jungle.
G M Daley, Rotherham, South Yorkshire.
PS Recently I purchased a six-button joystick. Is it compatible with Fatal Fury, Mortal Kombat and Pit Fighter II?

The first thing to do is ignore the map, as you've found everything the map could help you with anyway. According to Gerry, you should go to the pyramid and kill the priests at the altar. When this is done you should be able to collect the fire rings, which you should distribute between the characters to allow each to walk through the fire caves and collect the medallion. After that, I'll let you find out for yourself!

As for your six-button pad, only Mortal Kombat utilises the extra buttons.

'SPINITUS' GAG

Dear Sheila,
I'm sad to say that I have a disease called SPINITUS. I've been to the doctor and he said the only cure is to complete Sonic Spinball. I've tried, but only got to the showdown boss. I don't know what I'm supposed to be doing! I've only got a month to live, so please please please can you tell me?

Oh, by the way, thank you for helping me with Super Thunder Blade. I

still can't get past the level four boss!
Yours sinfully,
Colin Woods, Hindhead, Surrey.

In a word, I'm stumped. Not having played the game much (the real thing is far more fun I find), I'm afraid that I can offer no help whatsoever! Oh no! For the first time ever! So, girls and boys, can you write and help this poor fellow's crippling disease? I suppose I can offer a free cartridge to the best solution I receive.

Glad to see the Thunder Blade tips worked anyway Colin!

SON OF PERCY

Dear Sheila,
Here are all the passwords for Zombies. Unfortunately there is only one per four levels, number 48 being the last. I hope they are useful to you and your many readers.
QZYT = Level five Weird Kids on the Block
XBRM = Level nine Toxic Terrors
BCFB = Level 13 Chopping Mall
LMLX = Level 17 Office of the Doomed
TQBM = Level 21 The Day the Earth Ran Away!
PLNH = Level 25 Look Who's Shopping
LNKX = Level 29 Zombie House Party
SDHM = Level 33 Fish and Crypts





Oh you lucky, lucky, lucky mortals! Once again, we dark ones have plumbed the depths of our infinite knowledge to bring you these most delicious codes.

FIFA INTERNATIONAL SOCCER

EA's jewel in the soccer crown...except Sensible Soccer is a better, unless you're American or enjoy punting the ball straight up the park!

RZZB66XE: Master code must be entered
GBVADJZY: Each goal is worth two, both players
GBVADNZY: Each goal is worth three, both players
GBVADTZY: Each goal is worth four, both players
GBVADYZY: Each goal is worth five, both players
GBVADZYZ: Each goal is worth six, both players
GBVAD6ZY: Each goal is worth seven, both players
GBVADAZY: Each goal is worth

eight, both players.

Why not just start the game at 0-0 and leave it at that?! Anyway, here are some more:
PYNADYJY: Player one starts with two points
PYNADJYJ: Player one starts with four points
PYNADNYJ: Player one starts with six points
PYNADTYJ: Player one starts with eight points
PYNADYYJ: Player one starts with ten points
PYNAD2YJ: Player one starts with twelve points
PYNAD6YJ: Player one starts with fourteen points
PYNADAYJ: Player one starts with sixteen points.



BUBSY

Super whacky fun with that bobcat from Accolade known as Bubsy. Chuck in these codes for an easier life etc, etc, blah, blah...

RERT86V4: Infinite lives
ADTA6AAAC: Infinite time
AELTAAAC: Start on chapter two
AJLTAAAC: Start on chapter three
ANLTAAAC: Start on chapter four
ATLTAAAC: Start on chapter five
AYLTAAAC: Start on chapter six
A2LTAAAC: Start on chapter seven
BALTAAC: Start on chapter eight
BJLTAAAC: Start on chapter nine
BTLTAAAC: Start on chapter ten
BYLTAAAC: Start on chapter eleven
B2LTAAAC: Start on chapter twelve
B6LTAAAC: Start on chapter thirteen
CALTAAC: Start on chapter fourteen



CELTAAC: Start on chapter fifteen
CJLTAAAC: Start on chapter sixteen
 Enough of that, thank you very much.

ECCO THE DOLPHIN

Pop these into your Game Genie and this excellent game is bound to become easier:
AKRTJA64: Almost infinite air
AL2AJA7L + AL2AJA5Y + AAVTNAFC: Protection from most enemies including the octopus
HCBTLAEW: School of jellyfish

restores health completely
SW2AKGPJ + HC2AJAFL: Jellyfish and other enemies restore health, not take it away
SW2AKGPJ + TC2AJGFL + E42AJAFN: Jellyfish and other enemies restore air instead of taking it away.

MICRO MACHINES

Top racing game and here are a few top codes that should help all the female drivers out there...ooh, sexism in a children's mag.
ATFTA4H4: Always qualify for the next race
ANFTA4H4: Third or better to qualify
RYXTA61R: Infinite time on Ruff Trux time trial

SAHABJXW: Winning Ruff Trux is worth two extra lives
SAHABNXW: Winning Ruff Trux is worth three extra lives
SAHABYXW: Winning Ruff Trux is worth five extra lives
SAHABAXW: Winning Ruff Trux is worth eight extra lives
SAHABJXW: Winning Ruff Trux is worth 10 extra lives.

STREET FIGHTER II: SPECIAL CHAMPION EDITION

Yes, these codes should really work, honestly. OK, so we printed a duff code a few months back but it was only a bit of a lark! If you were stupid enough to fall for it that's your fault anyway!
ADATF390: Ryu jumps forward further
ADBAF320: Honda jumps forward further
ADBAF330: Blanka jumps forward further
ADBAF340: Guile jumps forward further
ADBAF350: Ken jumps forward further
ADBAF360: Chun Li jumps forward further
ADBAF370: Zangief jumps forward further
ADBAF380: Dhalsim jumps forward further

ADBAF390: M Bison jumps forward further
ADBT320: Sagat jumps forward further
ADBT330: Balrog jumps forward further
ADBT340: Vega jumps forward further.



ACTION REPLAY CODES

SONIC 3
 Yes, it's official - we present the first ever Sonic 3 codes (with more than a little help from Datel). Feed this lot into your action replay:

0001F04500: This will allow you to play the US import version of the game on a UK machine at the correct speed setting
0001F04A00: Lets you play the US version of the game on a Jap machine
FFFE120005: Infinite lives
FFFE210063: Unlimited rings
FFFFFA0001: Get a load of this! This will enable you to change Sonic into any graphic and place new parts on each level, or so Datel informs us.

That's about it really. Still, there's an infinite lives cheat in there so what more do you need?

GREATEST HEAVYWEIGHTS
 Evander Holyfield's Boxing is reborn and given a new found trendiness in the name of Greatest Heavyweights. I still think it's not-so-hot and I'll never change my mind on that, no matter how many coats of paint they give it. Argghh, it's a chip on the shoulder - quick, brush it off!

FFF1A0000D: Infinite power
FFF1A2000D: Infinite speed
FFF1A4000D: Infinite stamina
FFF1A6000D: 240 million dollars after you win one fight (Say what!).

The above four codes only work in the career mode.
FFF0000000: Always win.

ETERNAL CHAMPIONS
 Yet another SFII clone:
FFABEF0068: Infinite energy, player one
FFAABB0068: Infinite energy, player two.

G-LOC
 Take my advice and steer well clear of this. What the people at Datel are doing playing with this is unclear.
FF45A20040: Infinite power
FF4A480020: Infinite air-to-air missiles
FF4AAA0020: Infinite air-to-ground missiles.
 That's about it this month. Thanks to everyone at Datel (Mark Wallace and co) for the Action Replay codes and the troops at Hornby for the Game Genie stuff. Keep the stuff coming in!



'Difficult' – not usually a word associated with your average Sonic game, but Sonic 3 is by no means average.

CHEAT! CHEAT! CHEAT!

That's right – the first Sonic cheat can be discovered in this very location. All you have to do is finish the game and you'll be rewarded with a level select.

To choose your level, go to the save game screen and push Up or Down on your saved game (you did finish the game using a saved game didn't you?) to select your starting level. If you don't have all the emeralds, start the game on level one using the level select and head to the first special stage, enter it and collect the emerald. Reset the machine and repeat the process until you have all the emeralds! Then you

CHEAT BOX CODES

If you have an Action Replay or Game Genie then we have some good news for you. Here are some codes for both machines that will make your life easier.

GAME GENIE

AA6T – AAXC

This is the 'do everything' code! It not only gives you the level select, but also allows you the usual level design mode of Sonic games – that's where you select B to change Sonic into a sprite, then change to another sprite with A and place it on the background with C. Change Sonic back to normal with B. It is selected by holding A and pressing Start from the level select screen.

But that's not all – the code also gives you a slow-motion mode by pressing Start in design mode and holding down B. As if that wasn't enough, you can become SuperSonic immediately by using design mode to get a TV, placing it in the background and then cracking it open!

ACTION REPLAY

FFFFF A0001 – Gives you the design mode mentioned above.

FFFE1 20005 – Gives you infinite lives.

FFFE2 10063 – Gives you unlimited rings.

FFFFB 1000X – Gives you that number (X) of emeralds.

When we reviewed Sonic 3 last month we told you that it was more difficult than previous Sonic games. Since then we've finished the game with all the emeralds, but we understand that some poor unfortunates out there aren't quite as Sonic-skilled as some of us chaps in the office, so we have clubbed together some quick tips and even a cheat for the blue rodent's latest outing.

Just in case you thought that you'd never see the yellow Sonic again, you're wrong – SuperSonic does exist and we have pictures on this page to prove it. Just collect all the emeralds, get 50 rings and jump into the air as before. Simple!



SuperSonic! You see – he's here in Sonic 3!



Here we see SuperSonic outrunning a ship

LEVEL SELECT

To get a level select, start a saved game and finish the game. The level select will then appear on the save game screen.



Simply press Up or Down on the saved game to select from these options



Start on Angel Island



To start on Hydrocity



Start on the Marble Garden zone



Start in the Carnival Night



Hit this to start in the Ice-Cap zone



Use this to get the Launch Base zone



Select the SuperSonic ending with this icon



Select the normal Sonic ending with this icon



The new game by Sega, Sonic the Spring! You too can do this with the design mode



You can also mess up the game completely, but press reset and all is well again

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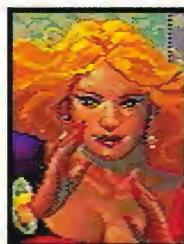
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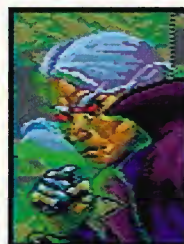
ETERNAL CHAMPIONS



JETTA MAXX



LARCEN TYLER



MIDNIGHT



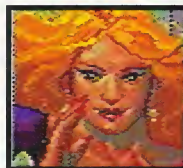
SLASH



RAX COSWELL



JOHNATHAN BLADE



Dive towards him when you jump away and you'll take him by surprise, then hit him hard. Throw him if he manages to corner you.

If Midnight turns into a cloud, wait crouching and do the flying choke hold as he reappears. If he jumps at you use D+X to sweep his feet.

Use the ceiling grab and Slash will not block much. Try the phase on him and you should get plenty of hits in. Your speed will crucify him.

Use the ricochet to hit the cyborg and follow up with a jumping Z. Repeat the jump Z and you should beat the machine.

If you do a ceiling grab, Blade will block the bladerang and your death dive will catch him unawares. Use the flying torpedo to good effect.



If she lands near you, throw her with F+Z. If she tries her phase attack then jump at her with Z.

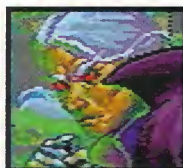


Throw a Sai at Midnight and he should turn into mist. Jump the mist and repeatedly hit Z. When he reappears you should throw him.

Jump towards Slash with C when he is off guard for a mighty blow. Sweep his leg as a follow-up or throw a Sai when he insults you.

When RAX uses his jets to fly, jump at him with a hefty kick. When possible block his attacks and sweep his legs when he is vulnerable.

Jump kick Blade and he should jump at you, but you'll connect anyway. Repeat until he is cornered and sweep his legs.



If she attempts a jumping dive, jump over her to leave her defenceless and attack from behind with hard kicks.

Flying wall smash Larcen if he hangs back. Use hard throws and flying kicks to inflict maximum damage.



Kick him in the head with C if he tries to head-butt you and repeat this when he blocks to use his other special moves.

Use the wall smash to hit RAX if he starts up his jets. Throw him when he blocks and use the tornado if he tries to jump over you.

You should use a wall smash to fly under Blade's flying weapons. Use the tornado to attack otherwise.



While Jetta powers up her phase move, hit her with the power thud to stun her then attack her again. Throw her as she walks towards you.

Hit U+Z as he jumps towards you, but time it right! Hit him from afar with the running head-butt.

Pick up Midnight if he corners you and throw him away. Hit him as he comes down with Z. Use D+Z to counter his tornado.



Block all his moves, then repeat the D+Z move to fell him and finally destroy him. Hit him if he attempts to take off.

While Blade insults you, get him with a quick power thud followed by a throw. Jump back with Z for a surprising attacking move.



If she jumps, knock her from the air with the Z punch. If you get close to her, throw her into the air.

Use jumping punch attacks to hit this burglar. Kick him in the leg to floor him. Use the jet knee smash to counter any special moves.

The booster mover D+C will work well against the scientist. If he turns to mist then stay close and hit C to throw him when he reappears.

Block his special moves and get him when he is standing still with a kick combo. Use Up/Forw+C, then after you've hit him use F+C to drain away his energy.



Jump in with C or Z repeatedly to take away some energy and continue with blocks if he attacks.



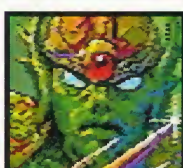
Use the wild attack when Jetta starts to kick you. You should normally get a few hits in. Don't rely on your special moves too much, just keep trying.

You best bet with Larcen is the in-out attack, with a tracking blade as your main offence. Try to kick him if he attempts to attach to the ceiling.

Trip him up with D+C if he gets close. Stun bolt him so he becomes mist, then throw him as he reappears using Z.

When Slash does the power thud, leap at him with C and quickly follow that up with D+C for extra damage.

You can always attack RAX after he has attacked you, by blocking then immediately pressing Z. Throw him if he tries the air jet or if he stays in the corner.



If Jetta tries to use her phase weapon against you, jump quickly and hit her with Z. Throw her if she gets in close.

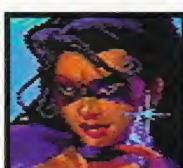
Use an attack and retreat strategy to defeat Larcen safely. If he hooks into the ceiling, jump with Z to lose him.

Sweep his legs away if he gets in close, then attack with a jumping C attack. Plasma bolt him so he turns to mist and throw him when he reappears.

Fire a plasma bolt and throw him if it is successful. Retreat after this and repeat the sequence again.

Use your plasma bolt and RAX should easily be hit. If you hit him quickly, approach and throw him as he recovers.

Do not try to attack Blade when he has his shield on, instead wait until it wears off then jump kick him. Plasma bolt him if he insults you.



You must be wary of Jetta's phase attack. After she powers it up, wait until she jumps and bring her down with a well-placed kick.

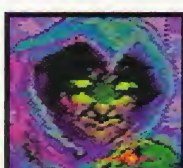
Attack Larcen quickly and then retreat. Use Z or C to best defeat him.

If he bedazzles you, perform a rolling wheel kick (D+C). Hopefully he will jump away and you should be able to attack him in the air.

If he attempts a double somersault, use a tracking mine. Otherwise attack with jumping kicks or a leg sweep.

Use the smokescreen then Z move to throw the big guy. If he attacks, block then use a foot sweep to knock him over.

Blade is too slow to even worry about. Jump attack him until he blocks then repeat when he stops blocking.



Jetta is very fast and you should avoid her at all costs. Jump towards her with Z as many times as possible. If you get close try a hard throw.

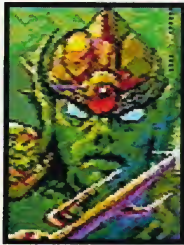
Larcen is a very tough opponent to defeat. Your best bet is to wait for an opening then hit him with a Midas touch and follow in for the throw.

If Midnight disappears into a cloud you should be able to hit him when he reappears with Forw+Z. If he tornadoes, counter with D+C.

Use your D+B attack to defeat this monster. Midas touch him, then throw him for the best results.

Block RAX's jet knee properly and you should be able to do him over with D+B. Use the Midas touch to freeze him for a throw.

Blade isn't quick, so Xavier can wait until he attacks then sweep his feet and leap on him with Z to hit him with a hefty kick.



TRIDENT

Repeated use of the phase mode will work wonders if you use B up close. Throw him with F+Z if you are next to him.

Jump attack Trident with Z to hit him in the face. Jump over his fireball and throw him. Make sure you block his drill.

As he insults you, attempt a long-range special move. Use an attack to make him block then throw him.

Trident is best attacked with the power thud, followed by several special moves while dazed. Don't try and counter his attacks - simply block then attack.

Use a jumping Z to hit him, then F+Z to throw him as you land. Do the booster mover if you suspect a special move is being prepared.

Hit him with D+C if he hits you. If he gets in close, throw him. If he insults you try a stun beam attack which should freeze him so you can throw him.

Use the smokescreen and hit Z as you reappear to throw him. If he appears to be preparing for a special move, roll attack with D+C.

Corner Trident and repeatedly hit him as he tries to jump with Back+Z. If he attacks, block then immediately counter.



SHADOW YAMOTO

Use B on its own to attack - if it can connect it works well. Wait until Shadow smokescreens then jump and hit her with Z as she reappears.

As soon as she disappears in her smokescreen, jump into the air and extend your leg. You should hit her on the way down. Jump away then kick her again.

Jump towards her and wait until she blocks, then throw her with F+(Z). Jump over her when she tries to smokescreen.

Counter the smokescreen by waiting for her reappearance then hitting her with C. If she insults you use a power thud, followed by a spinal crush.

Use the booster mover after she disappears in smoke. When she tries to fan attack you, go into the slide kick.

Use D+C to counter Shadow's twirling fan attack. If she smokescreens, jump up and you should not be hit by her.

Time a plasma bolt to stop her twirling fan. If she uses the smokescreen, use D+Z to hit her as she lands.

If she attempts her fan attack, use the Midas touch then do a hefty throw. Jump when she smokescreens and hit her with a kick as you land.



XAVIER

Don't get too close to his dangerous stick. Jump his special moves and counter with B. Use the death dive to attack from the air.

Use the attack and retreat method to best effect against Xavier. If you can jump kick close enough, try and throw him too.

Try your best to block his special moves, and use jumping kicks in return. Throw him back with F+(Z) if he jumps at you.

Stun him with the power thud and follow up with a hard throw. As he returns to earth hit him with Z. Repeat F+Z to defeat him.

Hit Xavier with the booster mover if he insults you. Lock and load him and you will hit him if he isn't blocking. Throw him from close in for maximum damage.

Try your attacks out with Xavier and then retreat. If they work it's best to use the same attack. If he attempts the Midas touch, jump it and deliver a hard kick.

Fire a plasma bolt at him and he will probably miss the jump over it. Jump kicking to the head will eventually reap rewards.

Xavier makes it very obvious when he is about to perform a special move. Smokescreen and use Z to throw him.



ETERNAL CHAMPION

Use the C jump kick to start your attack and follow with the phase. You could use the bracelets if you're careful.

Use a repeated flying wheel (C) kick to attack. If he corners you, attempt to throw him while you block.

When the Champion leaps at you use a B kick to defend. When he blocks use the usual throw or a wall smash.

When he is preparing a special move he stands unblocked. Hit him with a power thud and then F+Z to throw him, and hit him as he comes down.

Use a jumping B attack a few times, and you should hit him until he retreats. Lock and load when he insults you and teach him some respect!

Your best attack is to try and deliver a B kick just as the Champion takes off. If he insults you, do a stun bolt to hit him.

Jump at him with C and you should hit him. If you can corner him, use a leg sweep to hit him. If you get trapped and you can't jump kick, push Up+Z.

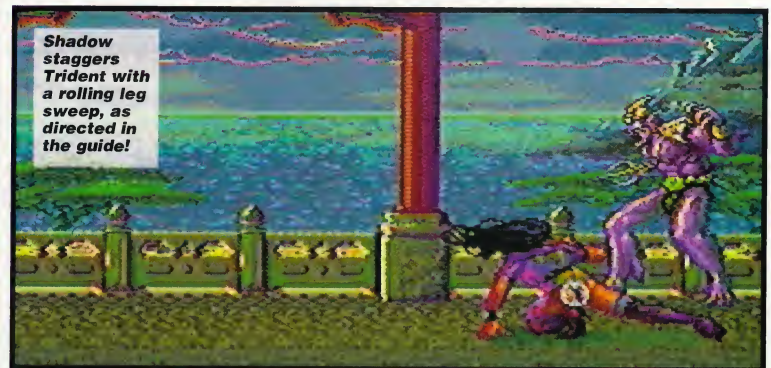
Use a jumping kick to the head of the Champion and repeat again and again. If he corners you, use the smokescreen to escape.

If he jumps towards you, jump attack with Z. If he insults you use a special move to teach him some manners.

Eternal Champions tips - find your fighter on the left, and read across to get help with fighting against all the others, including the Eternal Champion.



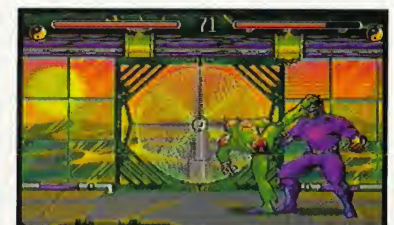
LEE



Shadow staggers Trident with a rolling leg sweep, as directed in the guide!



Midnight tornadoes his way towards the unsuspecting Larcen



A roundhouse by Trident catches Blade with his shield off



Larcen backflip kicks the prehistoric Slash



A triple stick hit from Xavier, and RAX is in trouble



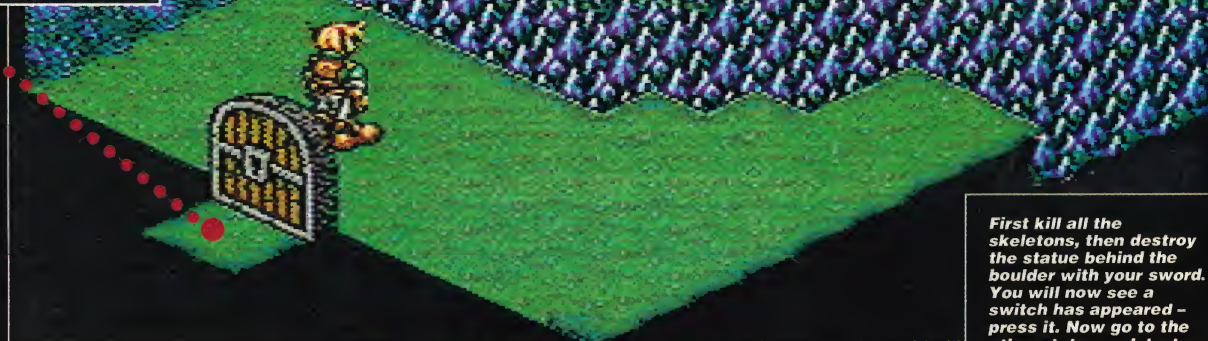
A rolling kick from Slash hits Shadow dead in the face



Jump on the teleport pad and follow the duke. Keep exploring until you come to a save point. Stock up on Eke Eke in the shops. Now head off down the stairs and into the unknown below until you end up here. Kill all the monsters and a button will appear. Press this and a gate will close and another will open. Go through the open door.



In this area is a statue which you can use to replenish your strength. Pick up the chest and throw it onto the switch from the position shown. Now jump across using the moving platform and go in the door on the right.



First kill all the skeletons, then destroy the statue behind the boulder with your sword. You will now see a switch has appeared - press it. Now go to the other statue and destroy that as well. Climb up the rope and press the button. This will make a block fall down in a nearby room.



To get past these three platforms jump on top of the first one, under the second and on top of the third.



Eventually you will arrive on the surface again. Get the key in the chest and then hack away at the four trees in the middle of the room. Jump down.



You will now be able to get the sword of Gaia.



Go all the way to the room with the healing statue in it and through the door that the moving platform leads to. Go in and walk around the next room until you get to this door. Unlock it with your new key.

Kill all the bubbles and a crate will appear. Pick it up and stand by the gate. Throw the chest onto the switch and quickly run through the open gate.



Fight through the various rooms until you arrive here. Use the moving platforms to pick up the crates and the switch. Use these as steps, with the switch at the bottom. You will now be able to open the chest.



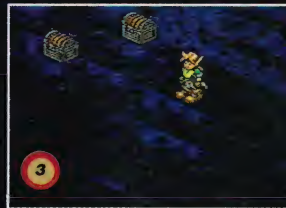
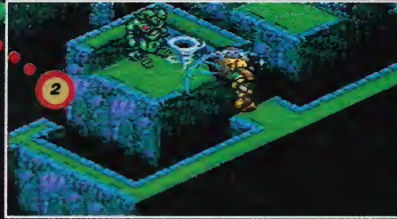
Last month I finished just after the Duke had united the five crystals and created a teleport pad that led to King Nole's Treasure. Now prepare yourself for the final part of what has to be the biggest game guide in history.



RICH



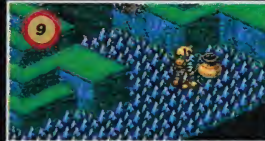
Most of the rooms in the dungeon involve you killing lots of monsters. When you see this statue blast it with your fully-powered sword as shown to destroy it and open the exit



Go down the stairs and you will find the room has gone dark. Follow the edges of the walls to find the way out to the east



Pick up the pot and throw it on the switch like so



With the steel boots on you can walk on the spikes. Use the pot to get to the goodies that are out of reach



In this chest is a lamp. Use it in dark rooms to light the way



Jump down the hole and pick up the steel boots. You can now walk on spikes!



There are three exits in this room. The gate at the east is permanently shut. You can either go up the stairs or follow the path around to a hidden teleport pad



Walk right back to the start of this area where you had to press the switch that opened one door and closed another. Go through the other door. Soon you will find a path made out of spikes. Walk across it and press the button at the end. Now go back to the start of the room and down the main path. Jump over the teleport pad



Through this door is a large snowy expanse that you can't get past, and this little guy is further on. Talk to him, then go out again and through the door up the stairs



When you first walk into this room all you can do is fall down either of the two exits. Take the one on the left

There are no monsters in here. Jump over the blue squares or else a block will appear and you will have to leave the room and go back in again



Kill all the bad guys and jump down the hole!



This is a save point, but it is also a hard puzzle as well! Run around the paths pressing any buttons that you see. Make the book fall down, then pick it up and give it to the bloke as usual

3 Go down this hole and keep falling down, picking up the bonuses. When you get in this room put the fire boots on. Avoiding the shots that the monster fires is relatively easy. Position yourself so that you can hit it in one of the four places that it appears and keep slashing until it dies



5 Jump off into the vast expanse and keep falling. Guide Nigel around so that he eventually lands on one of the giant hands - there is a chest and a set of snow boots to find here. When you have them both, go out of the exit at the top of one of the screens



This looks daunting but it is very easy. Watch the motion of the red balls and remember that you can't jump over the red discs on the floor. Don't bother going through the obvious door - instead go around the back and through the door in the top of the wall



6 Go to the room where there are three paths covered in snow. Put the snow boots on and you can walk on them. Jump down the giant hole



7 Talk to this man and he will tell you that his son is guarding a special tree that grows underground



8 Find the man's son again and talk to him. He will move out of the way and you can climb up the ladder he was blocking



Attack the tree and pick up the two logs that appear



10 Go all the way back to the man you spoke to after walking across the snow and jumping down the hole. Walk to the river and use a log. A raft will appear - jump on it and you will sail down the stream and end up here. Empty the chest



Go through the door and empty the next two chests. Use the other log here



12 When you fall off the ramp this nutter will confront you. When you stand in a straight line in relation to him he will attack you, so by simply making sure you are to the side of him all the time you can easily hit him loads of times until he keels over dead. A teleport pad will appear, but go out of the exit instead



13 Here is the fifth and final piece of armour - the green chest-plate. Walk on further to find another chest and a teleport pad



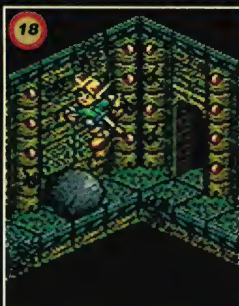
Come back to this point. With your snow boots you can walk on the snow and reach the other exit. Kill all the monsters to open it



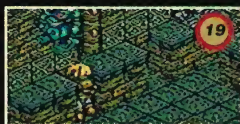
Keep going until you meet Miro again. Kill him



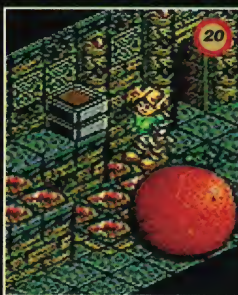
Now this is tricky. Kill the monsters and pick up the pot that appears. Climb the ladder and wait until a platform appears. Jump on it and jump between the four moving platforms until you reach the other side of the room. This is very hard and requires a lot of practice. Put the pot on the switch and leave



Walk around the edge of the room and jump over the balls until you reach the exit



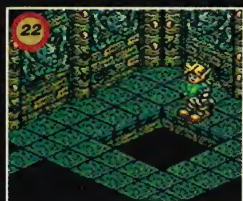
Jump on the switch and then walk to the position shown. The green statue will start moving along the wall. After it has stood on your head, quickly jump into the next niche in the wall. Do this until the statue stands on the switch. This will make another statue move along the other wall, so do it again! Do it correctly and you can climb the ladder



Avoid the humungous red balls and go up the steps to activate the switch. Now jump down the hole in the floor



Walk around the path, activating the various switches as they appear. Make note of the positions of all the spiky balls. Press the fourth switch and go out of the exit



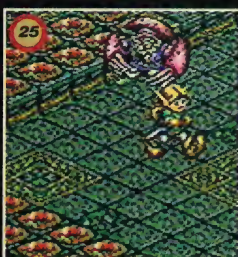
Kill all the monsters and a hole will appear in the floor. You will fall down onto a platform. Stay on it and this will fall down as well. Eventually you will land on a platform that will move towards a wall. The wall will open up and you can jump through



Walk on until another hole appears in a wall. By this point you should make sure you are fully stocked up with Eke Eke and Dahl, because you are going to need them!



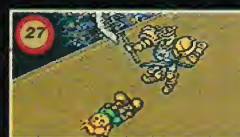
This bloke may be big but he is quite a pushover - just hack away at him and he will die



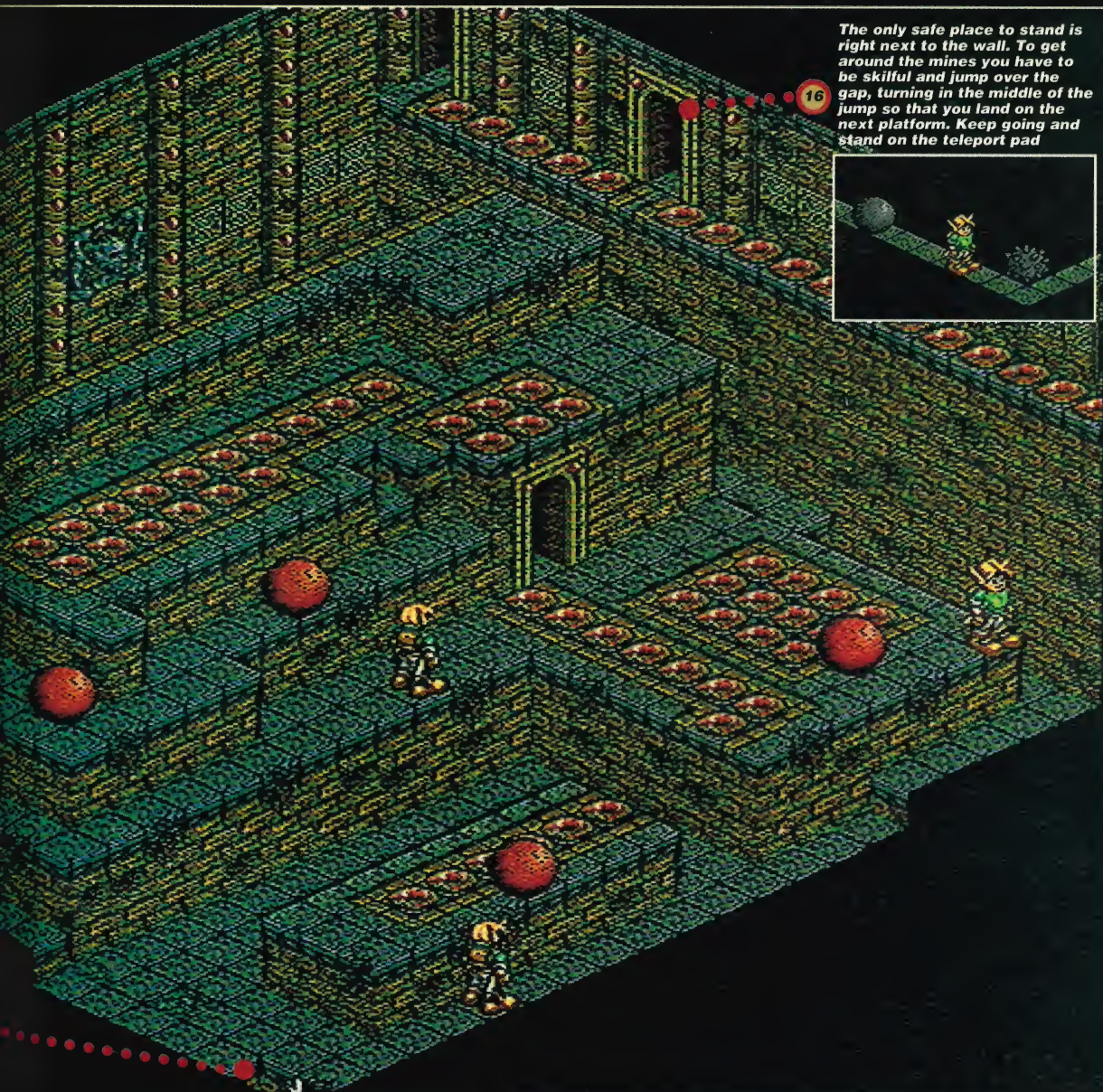
In the next room is another enemy that rolls up into a ball and hits you when you stand in a direct line with him. Kill him in the same way as you did before



Through the next exit is a massive stairway that takes ages to climb up. At the top is a giant pair of doors. If you have all three pieces of the dragon, they will appear and open the final doorway



The guardian of the treasure takes hundreds of hits before he dies. Keep moving around the screen and he won't be able to hit you. Time it correctly and you can get a hit in before he teleports away. Do this for about half an hour. If he hits you keep an eye on your energy and use some herbs to replenish yourself if necessary



The only safe place to stand is right next to the wall. To get around the mines you have to be skillful and jump over the gap, turning in the middle of the jump so that you land on the next platform. Keep going and stand on the teleport pad



With the guardian defeated, Duke Mercator rushes in to take the treasure, not realising that there is yet another guardian - a giant dragon. The duke will get toasted leaving you to sort the dragon out



The dragon's weak spot is its head which can only be hit by jumping towards it and firing. Hit it early enough and it won't shoot at you. When the head disappears keep jumping because the ground will shake. If you are on the ground when it happens you will freeze and the dragon will engulf you in flames. Keep repeating the procedure and he will die and the treasure will be yours!

And that, dear readers, is that. Landstalker is without a doubt the biggest Mega Drive game ever and now you should be able to finish it with ease. My epic guide must now draw to a close and it's about bloody time too! Farewell!

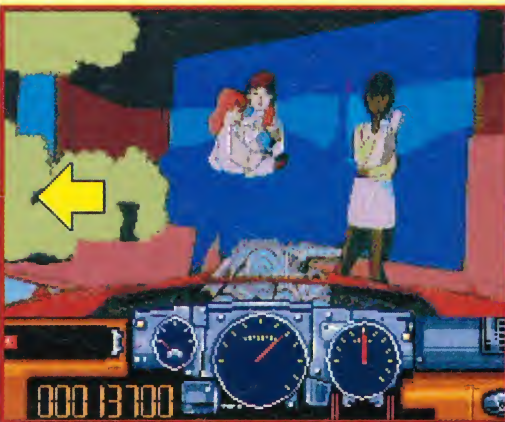


Amanda really likes chocolate. She doesn't get a mention very often so why not cheer her up and send a load in?

ROAD AVENGER

One of those dreaded CD games busted by us yet again. This tip can be used as a level skip (in a funny sort of way) or as a fast forward to get anywhere in the game that you wish. When the title screen appears, press Up. When the options screen pops up, highlight 'Players'. Now press the A button six times. When you start the game it should ask you which stage of the game you wish to play on.

Rich no more. Greasy hair is now a thing of the past. And so are bad smells.



OBLIGATORY CD TIP OF THE MONTH

MiG-29

Yes, living in this most intellectual of towns has many drawbacks - we can't get a half decent sarnie anywhere. You want pastries and croissants then be our guest, but if you fancy a bacon buttie you can just sod off.

In our hour of much need we turned to those dons of all dons (Aberdeen and Wimbledon supporters' branch of course) and they offered us the following wisdom, "Remember, Bill Clinton didn't inhale". "Pardon?" we replied (Oh those wacky jokesters). "Oh sorry about that," they retorted, "What we really meant was when playing that darling and politically correct flight sim MiG-29, enter the following code: RTJBHBRJFOTUUE". "This will take you through to the last mission," they explained.



OXFORD UNIVERSITY STUDENTS' UNION
ASSOCIATION TIP OF THE MONTH

FOOTY TIP OF THE MONTH

SENSIBLE SOCCER

The best football game ever programmed in the history of the known universe. Choose soccer giants San Marino and select a 4-4-2 formation. From the kick-off knock it back to your central defender and then stroke a masterly pass out to the left or right of midfield. Turn back and face your goalkeeper to make a superb passback. At this point substitute your star forward and replace him with the reserve goalkeeper. The reserve 'keeper will now possess a dazzling array of footy skills rarely seen this side of Paul McStay. Pass the ball to him and as soon as the opposing goal is in sight, shoot - a goal is on the cards every time.

Now take on any team in EXPERT mode, qualify for the World Cup and watch the special message when you qualify. A special prize will be posted out to anyone who can tell us what this message is.

CHUCK ROCK CD

Well, thank goodness for that. Thought I'd never get past all those monsters on the early stages. The good news here is...OK, there is no real good news, simply a case of level à la code. Hold on there though, surely this is good news enough for those of you out there yet to experience a serious bout of level à la code? See a doctor, boy, see a doctor. But not a bicycle, never a bicycle. Or Michael Jackson's Hoover. Yes indeed, we know this to be the truth or perhaps even a fabrication...

Level Two: GJFKFN
Level Three: PDPKKN
Level Four: JWNTXF
Level Five: TSFNVP.



CORE TIP OF THE MONTH

ALIEN 3

This is well and truly the last time we print this stage jump for Alien 3. How many times can a man say no when all around him are saying yes? Who cares, but back to what I was saying.

For Alien 3, that oldish (I remember this game from when I were but a lad) rather crap shoot'em-up of the not-really-so-hot film, we present you with a level 'leap forward'. This is the third time we've printed it, so be warned - any more letters about this and we'll send round a lock of Rich's hair. It will fester and grow, perhaps destroying all as you know it in a four-mile radius.

Head to the options screen and plug in a second D-pad. Press C, Right, Down, Left, A, Right and Down, and thus it was foretold a loud noise should fill the air. At any time into the game if C, A and B are pressed you can jump to the next level.



REALLY THE LAST TIP OF THE MONTH



NEARLY LAST TIP OF THE MONTH

SENSI SOCCER TIP No 2

Never ever choose Pat Bonnar to be your goalie in Sensi. Despite a solid defensive performance, dominating midfield and running amok up front, my Celtic team was beaten by big Pat's inability to judge a football from the air we breathe. Eire fans beware! And he isn't Scottish.

NB: An apology to all Norwich City fans is called for after that incredibly dull performance against Man Utd in the Cup. Sorry lads, but that Ruel Fox is right smart. Oh sorry, he's away to a good Northern club. Let's face it - not many clubs from the south are very good...apart from Leyton Orient of course.



MEDIocre TIP OF THE MONTH

TWISTED FLIPPER

Hello there, it's Mister Mediocre on the tips page again. This month our rather average tip concerns that very dull game Twisted Flipper and the below-average music of Motley Crüe. Simply enter this level skip and all that wonderful 'metal' music can be yours for the listening. From the options screen select tune six and press A, C, A, B and Start. When the ball appears press Up and B together. You can now activate a level select.

PS Paul from EMAP - the Sensible Soccer cheat is just for you.



DAFT TIP OF THE MONTH

MUHAMMAD ALI BOXING

Not a very smart game, but if someone thrust it upon you as a Christmas present then have a bash with these codes...

Arcade Mode:
007KEHCZ
007EBXCZ
0075B7CZ
007BBNCZ
0072B4CZ
007CCCCZ

Simulation mode:
H075CX CZ
H07BC7CZ
H0724NCZ
H07C44CZ

H07WNCCZ
H074NBCZ
H07ANECZ
Right, now get out there and start to fight!



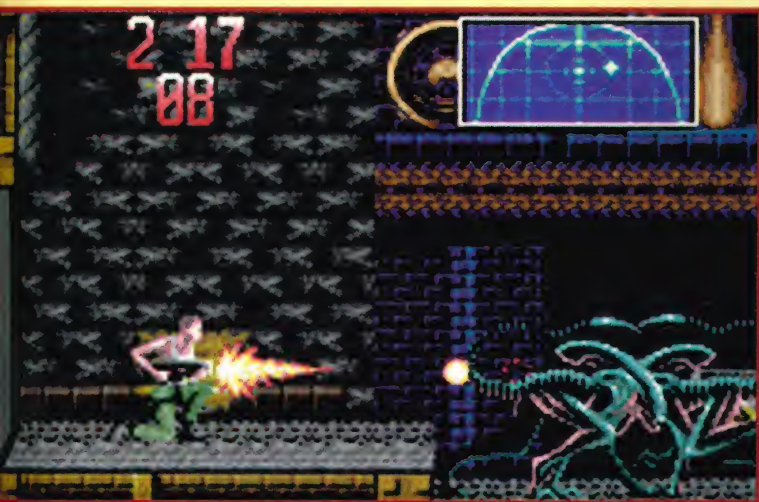
THE PS TIP OF THE MONTH

INDIANA JONES AND THE LAST CRUSADE

Still looking for a half-decent tip to fill up the page. Strange but true, part two...when the morning sun comes up, listen carefully to the singing of the birds. Many special and useful messages can be heard, one being the level select to Sonic 3.

But I'm not saying a word except for this - if you really

want to be Indy Jones and join in on the Last Crusade, don't buy a ticket for the train. Wait until he comes to the carriage (truck or whatever it is) with the magic hat logo. Kill all the bad guys and avoid the usual cables and stuff. Stand over the small rooftop at the front of the car, jump up and down five times. Indiana should now warp to the end of the level.



DIAL-A-TIP

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MORTAL KOMBAT0891 445 987

FOR INFO ON HOW TO GET FREE MEMBERSHIP TO OUR CHEAT CLUB

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IF YOU'RE STUCK IN A GAME CALL OUR QUESTIONS & ANSWERS LINE

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For full competition rules send s.a.c. Calls cost 39p a min on 'cheap rate' and 49p a min at all other times. Please get permission if you don't pay the bill. Maximum call charge £3.68

DECAP ATTACK (SEGA) £34.99

Weird platform game in which you jump around, lobbing your head at passers-by. **78%**

- ▲ *Very funny and very playable*
- ▼ *A bit too easy in places*

DESERT STRIKE (EA) £39.99

Still one of THE best games on the Mega Drive. A wondrous multi-directional scrolling strategy/shoot'em-up. **90%**

- ▲ *Looks great and plays even better*
- ▼ *Can get a bit too hard*

DEVILISH (IMPORT) £34.99

Snazzed up Breakout with one of the most stupid story-lines ever. **38%**

- ▲ *A change from reshaped shooters*
- ▼ *It's a bit crap actually*

DICK TRACY (SEGA) £39.99

Grossly overpriced, cocked up film licence which is pretty crap. **39%**

- ▲ *At least Madonna isn't in it*
- ▼ *It's horribly dull*

DJ BOY (SEGA) £34.99

Whoever is responsible should have terrible things done to them! **27%**

- ▲ *Useful as a doorstop*
- ▼ *It's so crap it's insulting*

DOUBLE DRAGON (BALLISTIC) £29.99

Why do we need a conversion of this old and decrepit game? It was and still is a naff beat'em-up. **40%**

- ▲ *The graphics are identical to the arcade machine*
- ▼ *It's just a pity that the gameplay is as well*

DOUBLE DRAGON 3 (FLYING EDGE) £35

More bobbins than Double Dragon – and that's bad beat'em-up action. **10%**

- ▲ *A good question*
- ▼ *It's just unadulterated crap*

DRAGON'S FURY (DOMARK) £39.99

Destined to be a classic this one. A wonderful pinball experience. **87%**

- ▲ *One of the best console pinball games around. Superb presentation*
- ▼ *There's only one table*

DRAGON'S REVENGE (TENGEN) £39.99

Inferior sequel to the popular pinball game, Dragon's Fury. **51%**

- ▲ *Initially good fun*
- ▼ *Poorly designed graphics*

DUNE 2: THE BATTLE FOR ARRAXIS (VIRGIN INTERACTIVE) £44.99

Complex strategy war game based on the Frank Herbert books. **80%**

- ▲ *A long challenge*
- ▼ *Difficult to manage all the troops*

DYNA BROTHERS (IMPORT) £35

Flawed attempt to copy Populous with dinosaurs. **79%**

- ▲ *Cute graphics and simple but involving gameplay*
- ▼ *Where is that difficulty curve?*

EA HOCKEY (EA) £39.99

Very enjoyable sports game, especially in two-player mode. **88%**

- ▲ *Amazingly playable*
- ▼ *Erm...there aren't any down points*

ECCO THE DOLPHIN (SEGA) £39.99

Environmentally-friendly game featuring great graphics, brilliant gameplay and a cute dolphin. **94%**

- ▲ *Good all round*
- ▼ *Give me Flipper any day*

ELEMENTAL MASTER (IMPORT) £24.99

Scrolling shooty with loads of rotten greebobs lobbing rocks at you. **70%**

- ▲ *Absolutely superb graphics*
- ▼ *Gameplay has little depth*

EMPIRE OF STEEL (FLYING EDGE) £34.99

A rather unusually presented horizontal scroller in which you pilot either a light plane or an airship! Quite nifty. **84%**

- ▲ *Original visuals*
- ▼ *Unfortunately the gameplay doesn't match the presentation in terms of quality*

ETERNAL CHAMPIONS (SEGA) £39.99

Classy beat'em-up that Richard Lloyd likes. A lot. **90%**

▲ Hundreds of special moves

▼ *Difficult with three-button pad*

EUROPEAN CLUB SOCCER (VIRGIN) £34.99

Decent soccer game. Too easy in one-player mode, but great in two-player. Crucibles World Cup Italia '90. **62%**

- ▲ *Very good presentation. Neat password system for leagues*
- ▼ *Boring in one-player mode*

EVANDER HOLYFIELD'S REAL DEAL BOXING

Fab-looking Fight Night Special with no consistency in the opponents and limited gameplay. **57%**

- ▲ *Some really nice blood spurts!*
- ▼ *A real sucker punch for the buyer*

FI (DOMARK) £39.99

Excellent racing game that really manages to loosen the bowels. **92%**

- ▲ *Best racing game on the Mega Drive*
- ▼ *I need a new pair of underpants!*

F-22 INTERCEPTOR (SEGA) £39.99

The very first flight sim on the Mega Drive. Speedy graphics and quite a playable game to boot. **70%**

- ▲ *Fast polygon graphics*
- ▼ *Not much of a sim really*

FIIT-NIGHT STORM (EA) £39.99

Decent shoot'em-up/flight sim that works well considering the Mega Drives capabilities. 100s of missions and intelligent opposition make this the best yet in its genre. Well worth a look. **85%**

- ▲ *Plenty to shoot and bomb*
- ▼ *A little frustrating*

FAERY TALE ADVENTURE (EA) £39.99

Huge role-playing adventure. Ideal for less experienced role players. **65%**

- ▲ *Quite simple quests. Easy to use features*
- ▼ *Too basic for some*

FANTASIA (SEGA) £29.99

Stunning-looking platform game based on the Disney flick. **46%**

- ▲ *It looks gob-smackingly good*
- ▼ *Far too difficult to play*

FANTASTIC DIZZY (CODEMASTERS) £39.99

A poor excuse for a platform game. Avoid at all costs! **52%**

- ▲ *It's got an egg in it!*
- ▼ *It's complete rubbish*

FATAL FURY (TAKARA/SEGA) £39.99

Top beat'em-up and about time too! Take on the local nutters and show 'em who's boss. Yes, yes, yes! **92%**

- ▲ *Massive sprites, loads of moves*
- ▼ *Difficult to access some moves*

FATAL LABYRINTH (SEGA) £34.99

Simple yet effective top-down RPG affair. **85%**

- ▲ *Nice presentation*
- ▼ *Too much of a walk in the park*

FATAL REWIND (EA) £39.99

A superb conversion of the Amiga title Killing Game Show. **85%**

- ▲ *Platform shoot'em-ups don't come much better than this!*
- ▼ *Slows down too much*

FERRARI GRAND PRIX CHALLENGE (FLYING EDGE) £34.99

Awful racing game that should never have got out of development. **23%**

- ▲ *Useful for that wobbly table*
- ▼ *It's crap*

FIDO DIDO (KANEKO) £39.99

Correct – it's a platform game with the bloke from the 7-Up ads. **80%**

- ▲ *Very classy in parts*
- ▼ *Repetitive at others*

FIFA INTERNATIONAL SOCCER (EA) £44.99

With amazing graphics, incredible moves, fantastic stadiums this should have been the ultimate game but the gameplay is shallow. **80%**

- ▲ *Looks fantastic*
- ▼ *Lacking in gameplay*

FLAMING DODGEBALL KID, THE (IMPORT) £35

One or two-player ball throwing game. Surprisingly entertaining. **82%**

▲ Addictive, colourful and entertaining

▼ *Could take years to suss out what's going on*

FLASHBACK (US GOLD) £39.99

An excellent platform adventure with many perplexing puzzles. Looks class and plays even better. **90%**

- ▲ *Excellent presentation*
- ▼ *Too linear*

FLINTSTONES, THE (SEGA) £39.99

Yaba-daba-doo and all that. Fred and Barney make it with their own platform adventure. **69%**

- ▲ *Challenging*
- ▼ *Too small*

FORGOTTEN WORLDS (SEGA) £34.99

Smashing two-player shoot'em-up with some superb background graphics. **75%**

- ▲ *Very playable, superb graphics*
- ▼ *Infinite lives in two-player mode*

GADGET TWINS (IMPORT) £35

Crap game with sprites that are reminiscent of something the Rainbow team would knock up on acid. **15%**

- ▲ *The cover makes good toilet paper*
- ▼ *Only enough paper for one visit*

GAIN GROUND (SEGA) £34.99

Strategy shoot'em-up in which you choose the right soldiers to do the right job as you move through the flick-screen scenery. **75%**

- ▲ *Big, fun and varied*
- ▼ *A bit deliberate for some*

GALAHAD (EA) £39.99

Known as Leander. Rescue maidens and King Arthur's treasure. Large levels and loads of bad guys. **90%**

- ▲ *Good use of the MD. Excellent graphics*
- ▼ *Sound a bit on the iffy side*

GAMES WINTER CHALLENGE, THE (SEGA) £39.99

Eight events based on the snow-covered plains. Play with friends for a real challenge. **66%**

- ▲ *Looks good and plays great*
- ▼ *Not so good for one player*

GAUNTLET IV (TENGEN) £39.99

A good conversion of a rather average arcade game. **65%**

- ▲ *A faithful conversion*
- ▼ *A bit limited in one-player mode*

GEMFIRE (IMPORT) £34.99

Strategy game that takes time to get used to, but worth the effort. **76%**

- ▲ *Absorbing and interesting*
- ▼ *Won't get the heart rate going*

GENGHIS KHAN (KOEI) £39.99

Take the role of the famous warlord in this strategy game. **65%**

- ▲ *Quite involving*
- ▼ *Gets very boring*

GENERAL CHAOS (EA) £39.99

Hilariously funny war game that features a unique four-player mode. **90%**

- ▲ *Incredibly good fun*
- ▼ *A bit simple really*

GEORGE FOREMAN'S KO BOXING (FLYING EDGE) £39.99

Standard boxing game with weird graphics and sound effects. **48%**

- ▲ *Some nice tacky elements*
- ▼ *Pretty goddang dull in no time*

GHOSTBUSTERS (SEGA) £34.99

Platform nonsense straight from the film. Frustrating gameplay. **48%**

- ▲ *Cute and chirpy*
- ▼ *Too bouncy by half*

GHOULS AND GHOSTS (SEGA) £44.99

Conversion of the scrolling slash'em-up. Great fun, imaginative graphics and neat thumping sound. **86%**

- ▲ *Unlimited lives, testing gameplay...*
- ▼ *...That may be too testing*

GLEY LANCER (IMPORT) £39.99

Mistranslated Japanese shoot'em-up. However it's still loads of fun. **89%**

- ▲ *Great graphics and gameplay*
- ▼ *Screen clutters up at times*

G-LOC (SEGA) £39.99

Outdated flight sim that is supposedly a top-notch Afterburner conversion. **56%**

- ▲ *A few nice graphical touches*
- ▼ *Decrepit and old*

GODS (IMPORT) £35

Become a god and leap around righting wrongs. **91%**

- ▲ *Real challenge. Good sound and graphics*
- ▼ *Not for beginners*

GOLDEN AXE (SEGA) £34.99

A man, a woman and a dwarf feature in this beat'em-up. **86%**

- ▲ *Great fun, especially for two*
- ▼ *Too easy for one*

GOLDEN AXE 2 (SEGA) £44.99

Hardly a great leap forward but just as good as first game. Don't get either. **65%**

- ▲ *It worked once*
- ▼ *So why not do it again?*

GRANADA (IMPORT) £35

Four levels of multidirectional shoot'em-up. **71%**

- ▲ *Pretty graphics and very playable*
- ▼ *Too short and a bit repetitive*

GRAND SLAM/JENNIFER CAPRIATI (IMPORT) £35

Unplayable dross. **38%**

- ▲ *There aren't any*
- ▼ *Poorly implemented tat*

GREAT WALDO ADVENTURE, THE (IMPORT) £49.99

Kiddies' educational adventure. Strictly for the under-eights or the deranged. **63%**

- ▲ *Vaguely thought-provoking*
- ▼ *Monotonous*

GREENDOG (SEGA) £34.99

A cool dude searching for the Surfboard of the Ancients. A bit boring really. **70%**

- ▲ *Very well-presented*
- ▼ *You'll finish it in a day*

GUNSHIP (US GOLD) £49.99

Microprose's classic sim is converted into a shoot'em-up for Sega fans. **60%**

- ▲ *Some great action*
- ▼ *Not a patch on the original*

GUNSTAR HEROES (SEGA) £39.99

Top-notch, two-player, shooty bang bang-type game. **88%**

- ▲ *Fab graphics*
- ▼ *Erm?*

GYNOUG (SEGA) £39.99

A scrolling shoot'em-up with loads weapons and weird enemies. **88%**

- ▲ *Spiffing fun for all the family*
- ▼ *Goes on a bit, but so does my mum*

HARDBALL (SEGA) £39.99

Well, it's baseball really, but jolly good fun all the same. **72%**

- ▲ *Slick interpretation of the game*
- ▼ *Doesn't have that edge to make it great*

HARDBALL 3 (ACCOLADE) £39.99

The definitive baseball game on the Mega Drive. Everything you could ever want is here. **89%**

- ▲ *Brilliant conversion*
- ▼ *Too many options*

HARD DRIVIN' (TENGEN) £35

The finest example of duff 3D programming you are ever likely to see. Lots of glitches. **32%**

- ▲ *A pic of a Ferrari on the box*
- ▼ *Graphics, sound, gameplay*

HAUNTING (EA) £44.99

Beetlejuice-inspired game. **53%**

- ▲ *You can possess people*
- ▼ *Won't play it more than a few times*

HEAVY UNIT (IMPORT) £30

Another dodgy Japanese blaster. **27%**

- ▲ *Not much really*
- ▼ *Pretty much everything*

HELLFIRE (SEGA) £34.99

A top-class shoot'em-up. **72%**

- ▲ *Enjoyable and playable*
- ▼ *Nothing stunning*

HERZOG ZWEI (SEGA) £34.99

You have a range of armoured units with which to defeat an enemy. Logistics, strategy and direct command are all down to you, and it's in real-time. **85%**

- ▲ *Lots of depth. Never slows down*
- ▼ *Lots to worry about and initially inaccessible*

HIT THE ICE (IMPORT) £49.99

Poor copy of the NHLPA series. Not recommended. **68%**

- ▲ *Quite funny*
- ▼ *The price*

HOME ALONE (SEGA) £34.99

God-awful licence where you get to be Macaulay Culkin. Utter crap. **35%**

- ▲ *Novelty of weapon building*
- ▼ *Painful gameplay*

HUMANS (IMPORT) £39.99

Lemmings rip-off requiring lots of brain power to solve perplexing puzzles. **80%**

- ▲ *80 mind-boggling puzzles*

▼ Might elicit the odd 'joypad through the window' moment

JAMES POND 3 (EA) £44.99
Pond's back...this time with legs! **78%**
▲ Very large
▼ Just more of the same

JEWEL MASTER (SEGA) £34.99
Platform beat'em-up where you switch rings to use different weapons. **40%**
▲ Intro music's quite nice
▼ Essentially useless in the great scheme of things

JOE MONTANA FOOTBALL (SEGA) £34.99
It had to match up to John Madden to compete, and unfortunately it didn't. Fewer plays, poorer graphics. **52%**
▲ Diverting for two players
▼ Never a match for Madden

JOE MONTANA 2 (SEGA) £34.99
Someone didn't learn their lesson 'cos this is still not a viable alternative to Madden, despite more plays and a better challenge. **53%**
▲ Attractive and playable
▼ Speech is eventually repeated

JOE MONTANA 3 (IMPORT) £35
New speech and a couple more plays. Hardly worth the effort if you've got Joe 2. **59%**
▲ Good fun for a while
▼ Too similar I'm afraid

JOHN MADDEN FOOTBALL (EA) £39.99
What a corker. Un-put-down-able, excellent control system. **75%**
▲ Time flies when playing
▼ Find the right couple of plays and you'll beat nearly every team

JOHN MADDEN 2 (EA) £39.99
Better than the original. **85%**
▲ Job-threatening stuff as you call in sick for three days running
▼ An update not a sequel

JOHN MADDEN '93 (EA) £39.99
Update of the Madden series. Everything you expect is here...and more. **88%**
▲ Just as good as before
▼ Awful speech

JOHN MADDEN NFL '94 (EA) £44.99
Yet again EA has updated this classic American football game. **86%**
▲ Lots more options
▼ It's the same game

JORDAN Vs BIRD (EA) £34.99
Good-looking but very boring one-on-one basketball game. Why bother? **40%**
▲ Pass
▼ Akin to being starved to death

JUNGLE STRIKE (EA) £49.99
Brilliant sequel to Desert Strike involving helicopters, Jeeps, motorbikes... **94%**
▲ Wonderful gameplay
▼ Some ropy backgrounds

JURASSIC PARK (SEGA) £39.99
Pitiful film tie-in that reduces Alan Grant to a small, platform game sprite. **45%**
▲ The box looks pretty (sort of)
▼ The game

KID CHAMELEON (SEGA) £39.99
As platforms go it's hard to beat this one on size if not playability. **81%**
▲ Size and variety of levels
▼ Too hard for some gamers

KING OF THE MONSTERS (SEGA) £39.99
Japanese monster madness. Sounds like fun but wears thin quickly. **68%**
▲ Fun for a while
▼ Frustrating

KING'S BOUNTY (EA) £39.99
Visually drab and aurally underwhelming but a stonking RPG in there. **50%**
▲ Massive with lots of RPG fun
▼ Hardly a work of art

KLAX (TENGEN) £34.99
Catch the coloured tiles to make matching lines. **74%**
▲ That falling tile gameplay which never fails to amuse

▼ Never really gets a sweat going

KRUSTY'S FUN HOUSE (FLYING EDGE) £39.99
A cross between Lemmings and mah-jong. **80%**
▲ The size and the graphics
▼ You really could throttle the little swine sometimes

LAKERS Vs CELTIC (IMPORT) £35
EA's first proper basketball game and it's jolly good with two players. **65%**
▲ Great with a friend. Some top graphics
▼ It all gets a bit boring

LANDSTALKER (SEGA) £44.99
Huge and instantly enjoyable RPG from Sega. The game relies more on dragon slaying than puzzle solving. **94%**
▲ Take our word for it, this is brilliant
▼ It rained last Tuesday

LAST BATTLE (SEGA) £34.99
Ninja kung fu karate drivel that irritates immediately. **40%**
▲ Shows how NOT to program
▼ People bought it

LEMMINGS (SEGA) £39.99
Fun, fun, fun as you guide the lemmings to safety. This is the most original and addictive game for a long time. **92%**
▲ Password system, massive game, good graphics, lots of fun
▼ Slight flicker in two-player mode

LHX ATTACK CHOPPER (EA) £39.99
Flight sim that puts the player in charge of a powerful helicopter. **84%**
▲ Varied gameplay, good graphics
▼ Lack of wide appeal. Not everyone wants to fly a chopper

LOST VIKINGS (VIRGIN INTERACTIVE) £39.99
Help three vikings get home. Tough but enduring platform adventure that should keep you playing for months. **88%**
▲ Great gameplay
▼ A bit repetitive

LOTUS TURBO CHALLENGE (EA) £39.99
Nifty little driving sim that was one of the first MD games to feature two-player split screen. **91%**
▲ Fast action, great graphics
▼ A little tedious

LOTUS 2 (EA) £39.99
Drive fast cars in a game with superior scrolling where you get to build your own track. A definite improvement on the original. **85%**
▲ Two player laughs
▼ It's another racing game

MI-ABRAMS BATTLE TANK (SEGA) £39.99
Vector graphic 3D tank sim which doesn't do much graphically, but it moves well. **68%**
▲ Easy to get into, but not too simple
▼ Scenery is a bit quiet

MARBLE MADNESS (EA) £39.99
The classic coin-op of yesteryear. Guide a marble around while avoiding monsters. **69%**
▲ Frantic yet basic action
▼ It gets frustrating eventually

MARIO LEMIEUX HOCKEY (SEGA) £39.99
Stands well on its own as a side-on ice hockey game. **79%**
▲ Excellent tournament mode
▼ Lacks atmosphere

MARVEL LAND (IMPORT) £40
The fast moving Wonderboy gameplay combined with grade-A graphics. **80%**
▲ Hours of play in gorgeous environment
▼ The sound cannot be described as brilliant

MAZIN WARS (SEGA) £39.99
This looks like any other scrolling beat'em-up until the sprites grow and do battle. **73%**
▲ The 'Street Fighter' parts are superb
▼ Does not come up to scratch

MCDONALDS TREASURE HUNT (JAP IMPORT) £39.99
Unbelievably dull excuse for a platform

game. Nothing much happens as Ronnie scrolls over four levels in the search for a treasure map. **66%**
▲ It will keep any under-fives quite for about half an hour
▼ Easily completed

MEGA-10-MANIA (VIRGIN) £39.99
If playing at god tickles your fancy then this is the game for you. **94%**
▲ It exists
▼ You'll become a hermit

MERCS (SEGA) £39.99
Dull shoot'em-up stuff that really shouldn't be done anymore. **13%**
▲ Mindless violence
▼ It's awful

MICK AND MACK: THE GLOBAL GLADIATORS (VIRGIN) £39.99
McDonalds has a go at upping its street cred with this 'save the world from pollution' effort. **83%**
▲ Plays well
▼ Not enough depth

MICKY AND DONALD (SEGA) £39.99
Disney's two faves help each other out in this sumptuous platform game. **86%**
▲ Looks and plays really well
▼ Too easy

MICRO MACHINES (CODEMASTERS) £34.99
Yawn, another racing game this time on a miniature scale. **89%**
▲ Side-splitting two-player mode really makes the game
▼ Some uninspiring tracks (Or kitchen tables!)

MIDNIGHT RESISTANCE (IMPORT) £38
A conversion with dodgy graphics where you fire loads of weapons at loads of things with loads of weapons. **60%**
▲ More mindless violence
▼ Tricky controls

MIG-29 (DOMARK) £39.99
Stonking flight sim that the Mega Drive needed badly. **91%**
▲ Breath-taking 3D graphics
▼ Limited appeal

MIGHT AND MAGIC: GATEWAY (EA) £49.99
Expensive but huge RPG. **64%**
▲ Absolutely massive
▼ Doesn't anyone think RPGs need graphics?

MIKE DITKA POWER FOOTBALL (BALLISTIC) £39.95
Who is Mike Ditka and didn't he realise you can't better John Madden? **30%**
▲ Two-player saves the day
▼ He's got a silly name

MOONWALKER (SEGA) £34.99
Michael 'I'm forever blowing bubbles' Jackson stars in this incredibly well-animated platform game. **64%**
▲ Brilliant fun and very playable
▼ More variety needed

MORTAL KOMBAT (ACCLAIM) £49.99
The greatest beat'em-up ever! Get your hands on a copy now! **95%**
▲ It exists!
▼ Erm...

MUHAMMAD ALI HEAVYWEIGHT BOXING (VIRGIN) £39.99
Yet another goddang boxing game featuring Mr Butterfly himself. **48%**
▲ Erm. Some nice speech samples
▼ Slow, tedious and boring

MUTANT LEAGUE FOOTBALL (EA) £39.99
A completely novel and bloodthirsty version of American football. **86%**
▲ More interesting than the real thing
▼ It's still American football

MUTANT LEAGUE HOCKEY (EA) £39.99
Sort of EA Hockey but with mutants. Lots of bloody animation. **74%**
▲ Four players
▼ Suspect graphics at times

NBA ALL-STAR CHALLENGE (FLYING EDGE) £39.99
Official basketball action. **52%**
▲ Quite decent basketball action
▼ Massive yawn factor

NBA JAM (ACCLAIM) £49.99
Superb arcade conversion that suffers from limited lastability. **81%**
▲ Four players
▼ No tournament or play-off settings

NBA '94 SHOWDOWN (EA) £39.99
Updated version of EA that gets lost in a sea of options. **39%**
▲ Plenty of options...
▼ ...But no game!

NEW ZEALAND STORY (IMPORT) £35
Fabulous coin-op conversion, that is one of the best platform games around. **84%**
▲ You'll never put it down...
▼ And thus ruin your life

NHLPA '93 (EA) £39.99
Updated version of EA Hockey. **86%**
▲ The complete game
▼ Erm...none really

NHL '94 (ELECTRONIC ARTS) £44.99
Another game in the successful sports series. This one sees the inclusion of a four-player option. **87%**
▲ Good graphics, great gameplay and the option to play four players
▼ The series is getting a bit jaded now

NORMY'S BEACH BABE-O-RAMA (ELECTRONIC ARTS) £39.99
Cringe-worthy dull platform game. **35%**
▲ Good if you need a doorstop
▼ On the whole-crap

OLYMPIC GOLD (US GOLD) £39.99
Multi-event sports game with the best known sports. **78%**
▲ It'll raise a sweat with anyone
▼ Sore fingers, too small, sore fingers, swimming's a nightmare

ONSLAUGHT (BALLISTIC) £39.99
Formulaic blasty thingy. **42%**
▲ Mildly diverting for small children
▼ Largely a waste of money

OTTIFANTS (SEGA) £39.99
Strange platformer based on a German cartoon series. **69%**
▲ Looks fab
▼ Very boring

OUTLANDER (IMPORT) £39.99
Poor attempt to cash in on Road Rash and Mad Max. **42%**
▲ Nice scrolling
▼ Death by boredom

OUTRUN (SEGA) £34.99
Racing game that has seen better days. Hopelessly outdated. **24%**
▲ Funny when the car flips
▼ Insomniacs sign here...

OUTRUN 2019 (SEGA) £39.99
Good-looking game set in the future. The best so far of the series. **65%**
▲ Plays nicely
▼ Yet another racing game

PAC-MANIA (DOMARK) £34.99
3D version of the old fave with all the ghosts and pills of the original. **64%**
▲ A good giggle for a quiet night
▼ Seen it all before really
PAPERBOY (DOMARK) £34.99
Ride your BMX through suburban America, or was it Beirut? **52%**
▲ Arcade perfect
▼ That's part of the problem

PAPERBOY II (TENGEN) £34.99
Ride your BMX through suburbia chucking a paper at things. **60%**
▲ Better than the first one
▼ Still essentially a crap game

PGA TOUR GOLF (EA) £39.99
Another in the PGA series of classic golf games. **85%**
▲ Very comprehensive and technically perfect
▼ Only for golf fans maybe?

PGA TOUR GOLF 2 (EA) £39.99
The definitive golf game. **81%**
▲ Incredibly playable
▼ Some ropy intro graphics

PHANTASY STAR 2
A huge battery-backed RPG that set the

standard for others. **81%**
▲ You'll be there for weeks
▼ Extremely hard

PHANTASY STAR 3
Bigger and better than number two – difficult to believe, I know. **82%**
▲ Good-looking, very playable
▼ Daunting at first

PHELIOS (SEGA) £34.99
Mundane little vertical shoot'em-up. Nothing new or exciting. **71%**
▲ Nice gameplay touches
▼ It's all over so quick

PIGSKIN FOOTBRAWL (IMPORT) £34.99
Mediaeval American football game which should have stayed in the past. **45%**
▲ Good soundtrack
▼ Nothing to write home about

PIRATES GOLD (MICROPROSE) £39.99
Amass a fortune in stolen booty then have it taken from you as the Crown sinks your ship. Strategy/arcade adventure that hits the mark. **87%**
▲ Great fun
▼ Dodgy scrolling

PIT-FIGHTER (DOMARK) £39.99
Two-player option saves this reasonable one-on-three beat'em-up. **30%**
▲ You can't beat smashing a chair over a mate
▼ Dead boring to play on your own

POPULOUS (EA) £39.99
You are a god and play havoc with people's lives. **90%**
▲ Very addictive
▼ The power can go straight to your head

POWERBALL (IMPORT) £35
Tragically duff Speedball clone. **48%**
▲ Makes SB2 look even better
▼ How long have I got?

POWERMONGER (EA) £39.99
Massive strategy and war game. **87%**
▲ Hours of engrossing play
▼ Not enough variety or fighting

PREDATOR 2 (ARENA) £34.99
Very average shoot'em-up. **65%**
▲ Addictive
▼ Far too small. Lack of challenge

PRINCE OF PERSIA (DOMARK) £39.99
Late arriving conversion of classic Amiga arcade adventure. **86%**
▲ Original idea
▼ A little dated by today's standards

PUGGSY (PSYGNOSIS) £39.99
Help the cute little alien find his spaceship. Recommended. **90%**
▲ Lots to explore
▼ Fiddly control system

QUACKSHOT (SEGA) £39.99
Brilliant everything'em-up with Donald Duck. **87%**
▲ Does everything marvellously
▼ Gameplay too slow

RAGE IN THE CAGE (ACCLAIM) £44.99
Just what we need – another WWF game. Hurrah! **70%**
▲ Good speech, typical OTT violence
▼ Same old thing

RAIDEN TRAD (IMPORT) £40
Graphically impressive blaster. **81%**
▲ Includes excellent presentation
▼ Gameplay is a little limiting

RAINBOW ISLANDS (IMPORT) £39.99
A sickeningly cute platform game. **83%**
▲ Incredibly playable
▼ It's a bit pukey

RAMBO 3 (SEGA) £29.99
Overhead, multidirectional, scrolly shoot'em-up. **47%**
▲ Better than average sound
▼ Game style is a bit old hat

RANGER-X (SEGA) £39.99
Disappointing blaster. Has all the ingredients to be a classic but somehow does not seem to work. **63%**
▲ Loads of graphic violence
▼ Too small. Based on a very old idea

RASTAN SAGA 2 (SEGA) £29.99
Hack 'n' slash barbarian basher. **48%**
▲ *Beat'em-up junkies will love it*
▼ *...A good job, no one else will*

RBI BASEBALL 4 (TENGEN) £34.99
Brilliant conversion that knocks all other baseball sims for six. **87%**
▲ *Good gameplay, nice graphics*
▼ *Takes ages to reach World Series*

RBI '93 (TENGEN) £39.99
Same as RBI Baseball 4 but with two new teams and a pitching practice mode included. **87%**
▲ *Good gameplay*
▼ *Not really an improvement*

REN AND STIMPY (SEGA IMPORT) £39.99
Platform action with the stars of America's funniest cartoon. **85%**
▲ *Excellent characters. It's on BBC2!*
▼ *A bit easy*

REVENGE OF SHINOBI (SEGA) £34.99
Sequel to the brilliant Shinobi with some fabbo graphics and sound. **81%**
▲ *Fantastic presentation and excellent gameplay*
▼ *Errm, none really*

RINGSIDE ANGEL (IMPORT) £34.99
Wrestling game, scantily clad girls beating the crap out of each other. **45%**
▲ *Hmm, half-naked women!*
▼ *It's a completely crap game*

RINGS OF POWER (EA) £49.99
Unfortunately, this is a distinctly poor RPG with a bad control system. **51%**
▲ *Quests are quite interesting*
▼ *Graphics are jerky, controls are bad and the game is too dear*

RISKY WOODS (EA) £39.99
You're a knight walking through average levels firing average weapons at average enemies. **55%**
▲ *It looks quite good*
▼ *Shallow gameplay*

ROAD RASH (EA) £39.99
3D motorcycle racing game with some rather novel ideas! **78%**
▲ *Superb animation, fun gameplay*
▼ *No two-player option*

ROAD RASH 2 (EA) £39.99
A brilliant follow-up to the original version. It does feature enhanced graphics. **84%**
▲ *Great fun, cool two-player option*
▼ *Little variety*

ROBOCOP 3 (ACCLAIM) £39.99
Below average platform blaster with your favourite metallic policeman. **84%**
▲ *Very hard*
▼ *Too slow*

ROBOTNIK (SEGA) £39.99
Tetris variant starring Sonic's old enemy. **85%**
▲ *Very addictive*
▼ *Very very addictive!*

ROCKET KNIGHT ADVENTURES (KONAMI) £39.99
Better than average platform romp, featuring a strange marsupial. **86%**
▲ *It doesn't have a hedgehog in it!*
▼ *Can be quite difficult in places*

ROGER CLEMENTS' BASEBALL (US IMPORT) £44.99
Slightly below average sports sim. **71%**
▲ *The gameplay is challenging*
▼ *Boring after two minutes*

ROLLING THUNDER 2 (IMPORT) £39.99
Huge scrolling platform game based on the ancient Atari coin-op. **82%**
▲ *The gameplay is addictive*
▼ *The graphics are awful*

ROLO TO THE RESCUE (EA) £39.99
An elephant has to rescue his friends from the evil ringmaster. **66%**
▲ *Big and you can control different characters*
▼ *Too long*

SAINT SWORD (IMPORT) £34.99
Multidirectional scrolling hack 'n' slash job. **37%**

▲ *Seven decent-sized levels*
▼ *It's bobbins*

SENSIBLE SOCCER, (SONY IMAGESOFT) £44.99
The Amiga footie hit converts into a classic Mega Drive game. **95%**
▲ *The best football game yet*
▼ *Nothing I can think of!*

SHADOW BLASTERS (IMPORT) £29.99
Distinctly poor scrolling beat'em-up. Looks crap and it is crap. **34%**
▲ *None*
▼ *As appealing as cold sick*

SHADOW DANCER (SEGA) £34.99
From the hit arcade machine, one man and his dog take on the evil hordes in this scrolling beat'em-up. **84%**
▲ *Brilliant graphics, terrific gameplay*
▼ *I don't like dogs*

SHADOW OF THE BEAST (EA) £39.99
It's crap, but it's a nifty way of showing off the Mega Drive. **62%**
▲ *Looks gob-smackingly good*
▼ *Plays gob-smackingly badly*

SHADOW OF THE BEAST II (EA) £39.99
Incredible graphics, impressive sound, but excuse me - can I have a more of a game, please? **88%**
▲ *Excellent presentation*
▼ *Too hard and it's tiny*

SHINING FORCE (SEGA) £44.99
Second in the Shining Force trilogy (so far). Swords at the ready. **92%**
▲ *Very deep gameplay*
▼ *Dated graphical content*

SHINING IN THE DARKNESS (SEGA) £44.99
Stonking RPG with brilliant graphics and truly deep gameplay. **72%**
▲ *Fantastic graphics, superb puzzles*
▼ *Too much aimless wandering*

SIDE POCKET (IMPORT) £34.99
Dreadful but well-presented attempt to bring pool to the MD. **30%**
▲ *Accurate gameplay*
▼ *The rest of the game*

SKITCHIN' (EA) £39.99
Road Rash on a pair of rollerblades.??%
▲ *Nice and playable-just how you like it*
▼ *Very similar to RR at time*

SNOW BROS (TENGEN) £39.99
Bubble Bobble rip-off that fails to generate any real excitement. **59%**
▲ *Cute 'arcade graphics*
▼ *It's a bit crap*

SOCKET (VIC TOKAI) £TBA
Woefully bad rip-off of Sonic. **5%**
▲ *Not applicable*
▼ *It's presence*

SONIC SPINBALL (SEGA) £44.99
Pinball game with Sonic instead of a ball. **64%**
▲ *A half decent pinball game*
▼ *Not enough to do*

SONIC THE HEDGEHOG (SEGA) £34.99
Obscure scrolling platform game starring a bizarre blue hedgehog. **85%**
▲ *Great graphics and sound*
▼ *Levels are far too easy*

SONIC THE HEDGEHOG 2 (SEGA) £39.99
It's flippin' Sonic 2 innit? **93%**
▲ *Miles is one wicked dude*
▼ *It's not a significant improvement over the first game*

SONIC THE HEDGEHOG 3 (SEGA) £39.99
Superb third game in the hedgehog's expanding game catalogue. **93%**
▲ *It is ace!*
▼ *Errm... it really is ace!*

SON OF CHUCK (CORE DESIGN) £39.99
More caveman capers from Chuck's offspring. **84%**
▲ *Quite a challenge*
▼ *Annoying*

SPACE HARRIER 2 (SEGA) £34.99
Crap 3D arcade blaster. **48%**
▲ *Fast 3D graphics*
▼ *Gameplay is a little thin*

SPACE INVADERS '90 (IMPORT) £29.99
Graphically enhanced version of the original shoot'em-up. **64%**
▲ *A good conversion*
▼ *Only the graphics have been brought up to date*

SPEEDBALL 2 (VIRGIN) £39.99
Futuristic sports sim with bags of violence. **78%**
▲ *Fantastic graphics and superb sampled sound*
▼ *You really need two players*

SPIDERMAN (SEGA) £29.99
Mediocre platform game. **64%**
▲ *Wickedly moody soundtrack*
▼ *Very little lasting appeal*

SPIDERMAN AND THE X-MEN (ACCLAIM) £44.99
Poor conversion of a SNES platform game. **64%**
▲ *The old favourites are here*
▼ *It is terrible to play*

SPLATTERHOUSE 2 (IMPORT) £39.99
Gory beat'em-up. **72%**
▲ *Novel gory graphics*
▼ *Very weak gameplay*

STAR CONTROL (BALLISTIC) £39.99
Ideal for those who like a bit of strategy without too much brain drain. **68%**
▲ *Neat graphics and fun gameplay*
▼ *Neither action nor strategy game*

STAR CRUISER (IMPORT) £34.99
Utterly unplayable shooter unless you speak Japanese. **47%**
▲ *None whatsoever*
▼ *It's bloomin' foreign innit?*

STARFLIGHT (EA) £39.99
An interesting blend of trading, adventure and blasting. **56%**
▲ *Great idea...*
▼ *...Shame about the implementation*

STEEL TALONS (IMPORT) £35
Slow, depressing helicopter sim that will be released officially this year. **55%**
▲ *Faithful arcade conversion*
▼ *You could make tea between screen updates*

STORMLORD (IMPORT) £34.99
Looks and plays like Ghosts and Goblins. **75%**
▲ *Superb presentation*
▼ *Inconsistent difficulty levels*

STREET FIGHTER II (SEGA) £59.99
The BEST game on the Mega Drive. Buy it, steal it but get your hands on a copy. **97%**
▲ *Everything*
▼ *Not as good as the SNES version!*

STREETS OF RAGE (SEGA) £34.99
The definitive Mega Drive beat'em-up in the style of Double Dragon. **79%**
▲ *Wonderful presentation*
▼ *A bit too easy*

STREETS OF RAGE II (SEGA) £44.99
Brilliant sequel to a quality original. Bigger graphics, bigger levels. **91%**
▲ *Top presentation and gameplay*
▼ *Best as two-player game*

STRIDER (SEGA) £44.99
Horrendously expensive multidirectional scrolling beat'em-up. **78%**
▲ *Excellent arcade conversion. Looks superb*
▼ *Too bloody expensive!*

SUMMER CHALLENGE (ACCOLADE) £39.99
Compete in events such as the pole-vault and an archery contest. Fun. **72%**
▲ *Good choice of events*
▼ *Joypad destroying*

SUNSET RIDERS (KONAMI) £39.99
A class conversion of the hit arcade beat'em-up. **82%**
▲ *Loads of fun*
▼ *Far too repetitive*

SUPER AIRWOLF (IMPORT) £34.99
Nothing to do with Airwolf. **65%**
▲ *Surprisingly playable*
▼ *The presentation is awful*

SUPER BATTLETANK (IMPORT) £44.99

Climb aboard the latest in American killing-technology. **50%**
▲ *Easy to master controls*
▼ *Yawn*

SUPER FANTASY ZONE (IMPORT) £35
Spaceship has to avenge its father's death by shooting vegetables. **86%**
▲ *Lots of lovely pastel graphics*
▼ *Very rare in this country*

SUPER HANG ON (SEGA) £34.99
Great conversion of the 3D Bike Racer. **72%**
▲ *Presentation is quite superb*
▼ *Gameplay is a little lacking*

SUPER HIGH IMPACT (IMPORT) £34.99
A pretty interesting American football sim. **68%**
▲ *Ideal for beginners*
▼ *Not enough plays*

SUPER HQ (IMPORT) £34.99
Wears thin very quickly. **40%**
▲ *Fun for about 15 minutes*
▼ *Tedious for longer*

SUPER HYDLIDE (SEGA) £29.99
Fantasy role-playing game with drab graphics and dim plot. **65%**
▲ *Very involved gameplay*
▼ *Only RPG nut-jobs will like it*

SUPER KICK OFF (US GOLD) £39.99
At last the long-suffering football fan has a playable cart. **88%**
▲ *Excellent presentation*
▼ *Bogged down by the stats*

SUPER LEAGUE BASEBALL (SEGA) £34.99
An adequate baseball sim that doesn't quite make the mark of RBI 4. **48%**
▲ *Reasonably playable*
▼ *Has no ZING!*

SUPERMAN (SEGA) £39.99
A major disappointment. Very, very average platform game. **51%**
▲ *Superman puts in an appearance*
▼ *The whole game is disappointing*

SUPER MONACO GP (SEGA) £34.99
Good quality coin-op conversion. **68%**
▲ *Reasonable graphics*
▼ *Beginning to show its age a bit*

SUPER MONACO GP 2 (SEGA) £39.99
Updated game, but this time it's got Ayrton Senna's name on it. **73%**
▲ *Some nice digitised pics*
▼ *Joypad response is a bit sluggish*

SUPER OFF ROAD (BALLISTIC) £34.99
Old-fashioned 'round and round'-type racing game. **68%**
▲ *Very playable indeed*
▼ *Graphics are too small*

SUPER REAL BASKETBALL (SEGA) £34.99
Playable basketball game with some wicked close-ups of your shots. **64%**
▲ *Corking graphics*
▼ *You really need two players*

SUPER REAL VOLLEYBALL (SEGA) £34.99
2D graphics are pap and gameplay is drab. **65%**
▲ *The only volleyball game for the Mega Drive*
▼ *Looks crap and plays worse*

SUPER SHINOBI II (SEGA) £39.99
This is a fabulous ninja game that has to be in everyone's collection. **93%**
▲ *Huge amount of moves, great to play*
▼ *Some moves are a bit fiddly*

SUPER SMASH TV (FLYING EDGE) £34.99
Dreadful conversion of the old arcade classic. **33%**
▲ *Two-player game amusing*
▼ *Incredibly boring and dull*

SUPER THUNDERBLADE (SEGA) £34.99
Adequate conversion of the arcade hit. **59%**
▲ *Graphics are quite nice*
▼ *Gameplay is a bit poor*

SWORD OF SODAN (EA) £39.99
Amiga conversion that failed. Epic beat'em-up that's boring. **40%**

▲ *Looks nice*
▼ *Pity it doesn't play very well*

SWORD OF VERMILLION (SEGA) £49.99
One of the better RPGs around. Looks nice. **67%**
▲ *One of the best*
▼ *It costs nearly £50!*

TAZ-MANIA (SEGA) £39.99
Great graphics, sound, animation and backgrounds. **85%**
▲ *Looks ace*
▼ *Not enough gameplay*

TEAM USA BASKETBALL (EA) £39.99
Another updated game, this time Bulls Vs Lakers becomes Team USA. **62%**
▲ *Two-player game, nice graphics*
▼ *No variety. Too easy*

TECHNOCLASH (EA) £39.99
The only Gauntlet game on the MD. It's OK, but don't get too excited. **73%**
▲ *It's a Gauntlet clone*
▼ *No variety. No two-player mode*

TECHNOCOP (SEGA) £29.99
Impossible Mission-type platform game with drivey bits. **63%**
▲ *Great idea*
▼ *Bad presentation*

TECHNO SOCCER (IMPORT) £35
Dire attempt by the Japanese to make a game out of our national sport. **10%**
▲ *The captain can catch fire (?)*
▼ *Induces suicidal tendencies*

TECMO WORLD CUP (SIMS CO LTD) £39.99
It's a dire football game. **40%**
▲ *None spring to mind*
▼ *It's crap*

TEENAGE MUTANT NINJA TURTLES: THE HYPER STONE HEIST (KONAMI) £39.99
Average 'duff up bad guys' affair. **65%**
▲ *Fun being a turtle*
▼ *No challenge*

TEENAGE MUTANT NINJA TURTLES: TOURNAMENT FIGHTERS (KONAMI) £39.99
Disappointing one-on-one beat'em-up that will probably sell due to the inclusion of the Turtles. Woefully outdated when compared to Street Fighter II. **78%**
▲ *Fast action*
▼ *No originality*

TERMINATOR (VIRGIN) £34.99
Under all the frills it's nothing more than a weak platform shoot'em-up. **63%**
▲ *Stunning visuals*
▼ *The game is far, far too easy*

TERMINATOR 2 (ARENA) £39.99
Menacer compatible shoot'em-up based on the arcade machine. **85%**
▲ *Fast-moving action*
▼ *Really needs Menacer for full potential*

TEST DRIVE 2: THE DUEL (BALLISTIC) £34.99
Drive lots of fast cars in this 3D driving game. **68%**
▲ *Some wicked cars*
▼ *Screen update can't keep up*

THUNDERFORCE II (SEGA) £39.99
Wicked shoot'em-up. Eight-way scrolling job. Plays great! **82%**
▲ *Very playable*
▼ *Graphics are a bit poor*

THUNDERFORCE III (SEGA) £39.99
Horizontal scroller with some wicked graphics. A classic. **85%**
▲ *Amazing graphics*
▼ *Very hard levels*

THUNDERFORCE IV (SEGA) £39.99
Fab graphics and great gameplay. **94%**
▲ *Gob-smacking graphics*
▼ *Soundtrack's a bit naff*

TIGER HELI (IMPORT) £34.99
Vertically scrolling chopper blaster. Lots of fun. **78%**
▲ *Looks nice, plays well*
▼ *A bit hard to get hold of*

TINY TOONS (KONAMI) £39.99
Cute platform romp with fluffy bunnies. Loads of fun. Animation is superb. **93%**

▲ Fun gameplay
▼ A bit too easy

TOEJAM AND EARL (SEGA) £39.99
Two dudes rebuild their spaceship. **72%**
▲ Lots of humour
▼ The graphics really are terrible

TOEJAM AND EARL: PANIC ON FUNKOTRON (SEGA) £45.99
The boys are back in town, trying to be cool and save their world from boring Earthlings. **90%**
▲ Great fun
▼ Very easy

TOKI (SEGA) £34.99
Wicked platform game. **69%**
▲ Great graphics and massive levels
▼ Gameplay is a tad dull at times

TURBO OUTRUN (SEGA) £34.99
Awful arcade driving game. **12%**
▲ Nope
▼ You name it, it's got it

TWINKLE TALE (IMPORT) £35
Walking shoot'em-up with loads of different weapons. **78%**
▲ Well-balanced difficulty and as good as a lot of others
▼ Never truly original

TWO TRIBES (VIRGIN) £44.99
Play at being a god for a day or more in this epic challenge. **92%**
▲ Very playable
▼ Repetitive

ULTIMATE SOCCER (RAGE) £39.99
A good footy game that doesn't manage to steal Sensi Soccer's crown. **78%**
▲ Good gameplay
▼ A bit sloppy in places

UNCHARTED WATERS (KOEI) £44.95
Uninspired strategy game, set on the seven seas. **40%**
▲ Brain-taxing
▼ Not very involving

UNIVERSAL SOLDIER (BALLISTIC) £34.99
Plop platform shooter. **60%**
▲ Interesting weapons
▼ Game shows its age

VIRTUAL PINBALL (EA) £44.99
So-so pinball simulation. Is EA getting out of its depth and into strange waters? Perhaps. **72%**
▲ Good track editor
▼ Repetitive

VOLFIED (IMPORT) £24.99
Draw lines around the screen and fill them in with paint. Just like Qix. **72%**
▲ Wicked gameplay
▼ Crap presentation

WANI WANI WORLD (IMPORT) £35
Based around an ancient two-player coin-op. Weird but wonderful. **79%**
▲ Mildly addictive
▼ Migraine-inducing graphics

WARDNER SPECIAL (IMPORT) £34.99
Stonking coin-op conversion of this storming platform shooter. **53%**
▲ Arcade quality visuals
▼ Longevity score is a bit weak

WARPSPEED (ACCOLADE) £39.99
A bit like that ancient Star Raiders. **83%**
▲ Slick presentation
▼ Disappointing sound

WARRIOR OF ROME (IMPORT) £39.99
Completely wicked and playable strategy war game. **74%**
▲ Easy to get into
▼ Not for experienced players

WARRIORS OF THE ETERNAL SUN (IMPORT) £35
Daunting TSR-endorsed D&D. **65%**
▲ Good variety
▼ Long periods with nothing to do

WHERE IN THE WORLD IS CARMEN SANDIEGO? (EA) £49.99
Educational detective game that teaches the player geography! **85%**
▲ Good fun. Very educational
▼ A bit 'samey'

WHERE IN TIME IS CARMEN SANDIEGO? (EA) £49.99
Same as the above game, but with historical theme. **74%**
▲ Very good fun indeed
▼ Presentation is a bit weak

WIMBLEDON (SEGA) £39.99
Not very good tennis sim. **43%**
▲ Strawberries and cream
▼ Too much rain and long queues

WINTER OLYMPICS (US GOLD) £44.99
Multi-event game tied into the Lillehammer '94 Olympics. Pretty good effort too. **83%**
▲ Lots of events
▼ Boring for one person

WONDERBOY 3 (SEGA) £34.99
Totally, completely and utterly dire. **27%**
▲ None
▼ C'mon Sega, we're not stupid

WONDERBOY IN MONSTERWORLD (SEGA) £39.99
Excellent role-playing game which spans loads of levels. **85%**
▲ Superb huge levels, lots to do
▼ Wonderboy's too cute

WORLD CLASS LEADERBOARD (US GOLD) £39.99
The best 3D golf game on the MD. **82%**
▲ The best golf game yet!
▼ You've got to like golf

WORLD CUP ITALIA '90 (SEGA) £29.99
A pretty naff footie sim. **55%**
▲ None really
▼ It's crap

WWF (FLYING EDGE) £39.99
Nearly very good wrestling game with such stars as the British Bulldog. **69%**
▲ Great graphics
▼ Fights are too short

X-MEN (SEGA) £39.99
Superhero beat'em-up that delivers the goods. **91%**
▲ Loads of fun
▼ Tad on the difficult side

ZOMBIES (KONAMI) £39.99
Fun and wacky scrolling shoot'em-up based on 1960s' B-movies. **83%**
▲ All your favourite monster characters
▼ Little variation

ZOO (EA) £39.99
Ninja from the Nth dimension takes on Sonic and comes out with his head held high. An excellent platform romp that will keep you amused for weeks. **83%**
▲ Very playable
▼ very tough

Now follows the complete Mega-CD software list...

THE FREE IN-PACK DISC
Six free games on one disc – Columns, Golden Axe, Revenge of Shinobi, Streets of Rage, Super Monaco GP and Cobra Command. **70%**
▲ Six free games including Cobra Command can't be all bad
▼ Pity most of them are so old

AFTER BURNER 3 (SEGA) £39.99
Utter dross. It may use the scaling and rotational abilities (a little), but that doesn't stop this being utter crap. **43%**
▲ Good sound
▼ Pathetic CD offering

BARI ARM (SEGA) £44.99
Tough shoot'em-up that gives Thunder Force IV a good run for its money. **86%**
▲ Brilliant enemy attacks
▼ Unoriginal

BATMAN RETURNS (SEGA) £44.99
Fabulous, but pity about the crap platform game. The driving section is the most impressive thing you'll see on a Sega console. **85%**
▲ Superb, speedy graphics and great

sound
▼ That platform bit

BLACK HOLE ASSAULT (SEGA) £39.99
Naff beat'em-up. Pit big robots against other big robots. The animation is plop, but the music is pretty good. **59%**
▲ Nice animation
▼ Very limited moves

C + C MUSIC FACTORY (SEGA) £39.99
Second in the humdrum 'Make my Video' series. Buy a video instead. **52%**
▲ Good quality sound
▼ Where shall I start?

CHUCK ROCK (SONY IMAGESOFT) £39.99
Converted from the classic cart game, this offers nothing new in terms of gameplay. A few nice intro screens and enhanced music are the only real improvements. **70%**
▲ Still a good game
▼ What's the point?

CLIFFHANGER CD (SONY IMPORT) £49.99
Poor quality beat'em-up with flashy 3D section stuck in. **42%**
▲ Excellent 3D
▼ The other bits

DEVASTATOR (WOLF TEAM) £40.99
Passable shoot'em-up that could have been done on cart, except for the smart-looking FMV. Proves that a Mega-CD can reproduce an Anime feature. **65%**
▲ Loads of things to shoot
▼ Gets a bit boring after a while

DRACULA UNLEASHED (SEGA) £49.99
Vlad's back again and you must stop him in this interactive adventure. **54%**
▲ Good presentation
▼ No gameplay

DRAGONS LAIR CD (READYSOFT IMPORT) £49.99
Mega-CD conversion of ancient arcade game. **67%**
▲ Superb cartoon graphics
▼ Superb lack of gameplay

DUNE CD (VIRGIN) £44.99
Frank Herbert's classic book has been converted into this game. **87%**
▲ Very atmospheric
▼ Not much to do

ECCO THE DOLPHIN (SEGA) £44.99
It's the cart version that has been tarted up for the CD. This turned out to be the highest-scoring game ever in MAG! Buy it, buy it, buy it! **97%**
▲ Wow!
▼ He isn't called Flipper

FINAL FIGHT (SEGA) £39.99
Spot-on conversion of arcade machine. Scrolling beat'em-up with fast-moving graphics and a prog rock soundtrack. Highly recommended. **86%**
▲ Like having an arcade machine
▼ Repetitive

GROUND ZERO TEXAS (SONY) £44.99
Two-CD shoot'em-up FMV adventure extravaganza! **82%**
▲ Engrossing and technically impressive
▼ Repetitive

HOOK (SEGA) £39.99
A complete waste of what had the potential to be a great film licence. Yet more Mega-CD dross. **45%**
▲ As usual – the soundtrack
▼ Those controls

INXS: MAKE MY VIDEO (SEGA) £49.99
It's another Make my video. Enough said. **4%**
▲ Nothing
▼ The works



JAGUAR X1220 (SEGA) £39.99
The ultimate driving game on any Sega system. Will probably look out of date in

a year though. **92%**
▲ Like all car games, a bit repetitive
▼ You need £400 worth of kit to play the damn thing

JOE MONTANA'S NFL FOOTBALL CD (SEGA) IMPORT £44.99
The Mega-CD's premier American footy sim with some excellent graphics and speech. **70%**
▲ Official NFL teams
▼ Sluggish controls

JURASSIC PARK CD (SEGA) £7BA
Point-and-click adventure set where the film ended. **73%**
▲ Great FMV and Q-Sound
▼ No variety

KRIS KROSS: MAKE MY VIDEO (SEGA) £39.99
A good idea which does not come up to scratch. Choose from three Kris Kross tracks and 'Make the Video'. Not nearly enough variety. Disappointing. **45%**
▲ Quality graphics and sound
▼ Pity it's Kris Kross

LETHAL ENFORCERS (KONAMI) £44.99
Operation Wolf/Terminator: Arcade-type thing. Blow away the bad guys and save the day. Initially fun but the novelty soon wears off. **78%**
▲ Good visuals
▼ A tad on the slow side

LUNAR CD (WORKING DESIGNS IMPORT) £49.99
Immense CD RPG that'll make you go weak at the knees. **94%**
▲ Massive playing area
▼ Not on cartridge

MAD DOG MCCREE (AMERICAN LASER GAMES IMPORT) £39.99
Arcade conversion of the rootin' tootin' game. **64%**
▲ Mouse compatible
▼ Where on earth do you get a mouse from?

MARKY MARK: MAKE MY VIDEO (SEGA)
Complete trash – approach this with extreme caution. **10%**
▲ Quality sound
▼ About as much fun as rubbing lard on the cat's boils

MICROCOSM (PSYGNOSIS) £44.99
Fabulous-looking game set inside the human body. **91%**
▲ Marvellous graphics
▼ A bit linear

NIGHT STRIKER (TAITO) £40.99
All hail the worst game that we've ever seen. Crap graphics, crap sound etc **3%**
▲ You can use the disc as an excellent Frisbee – we did!
▼ ARGHHHHH!

NIGHT TRAP (SEGA) £39.99
The game your mother has probably been warned about. Interesting game that is original if nothing else. **82%**
▲ Good live-action footage
▼ Becomes tedious



PRINCE OF PERSIA (SEGA) £39.99
Was hailed as a classic when released on Amiga and ST. Still enjoyable, but it hardly seems the way forward for the CD. **79%**
▲ Well animated
▼ Frustrating controls



ROAD AVENGER (SEGA) £39.99
Stunning-looking driving sim which uses cartoon-style graphics and the Cobra Command follow the arrows prompts. Devoid of gameplay. **70%**

▲ Brilliant graphics
▼ Big Zzzzz after half an hour

SECRET OF MONKEY ISLAND (JVC) £49.99
Extremely absorbing point-and-click adventure that has been converted from the PC. **89%**
▲ Massive play area
▼ Slow update speed

SEWER SHARK (SEGA) £39.99
Breath-taking full live-action game which exploits the CD to the full. Excellent FMV and superb sound and music. **83%**
▲ Sheer class
▼ I don't own a CD, and if I did I'd have no money to buy this with

SHERLOCK HOLMES (SEGA) £39.99
Wonderfully crafted text adventure. Explore Victorian London and solve three mysteries. Not a game for the impatient. **85%**
▲ Engrossing
▼ Not for the impatient

SHERLOCK II (SEGA) £39.99
Update on the original CD game. Can be used as a data disc. **80%**
▲ Superb FMV footage
▼ Quite slow-moving

SILPHEED (SEGA) £39.99
Gob-smackingly beautiful shoot'em-up. The gameplay does not do justice to the amazing visuals. **77%**
▲ Eye-popping graphics
▼ It's really just an updated Gyruss

SONIC CD (SEGA) £44.99
That flippin' hedgehog returns yet again, this time on CD. **87%**
▲ Great soundtrack
▼ More of the same

SON OF CHUCK CD (CORE DESIGN) £44.99
The brat is back trying to save his dad in this updated version of the cart. **87%**
▲ Some nice graphics
▼ Can get boring

SPIDERMAN VS THE KINGPIN (SEGA) £44.99
Updated version of the two-year-old cartridge version. **30%**
▲ Good intro sequence
▼ Nothing else has changed

TERMINATOR CD (VIRGIN) £44.95
Arnie's back again in an average CD shoot'em-up. **65%**
▲ FMV scenes from the film
▼ Repetitive gameplay

THUNDERHAWK (CORE DESIGN) £44.99
A truly great helicopter shoot'em-up with tons of action. **94%**
▲ Looks fantastic
▼ Too samey



TIME GAL (JAPANESE IMPORT) £39.99
Oriental girl transcends time in search of her father. A bit grim to say the least, but the quality of presentation is fabbo. **72%**
▲ Stunning presentation
▼ Not enough gameplay

WILLY BEAMISH (SEGA) £39.99
A beginner's adventure game dubbed by the makers as an 'interactive cartoon'. Shame it is slow and boring. **55%**
▲ Good idea
▼ Far too slow

WOLFCHILD (SEGA) £39.99
If this was a cart-based platform game, then it would be one of the best. Unfortunately it's not! **64%**
▲ Accurate conversion of cart game
▼ Very disappointing

WONDERDOG (SEGA) £39.99
Mutt from outer space searches for his master over gigantic sprawling levels. **88%**
▲ Big levels
▼ Repetitive



PC PLAYER

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OX1 1JH.

All the usual banter, plus some decent artwork. The Mega Phone is on-line once again.

MEGA-CD 'PLEASED'

Dear MAG,
I've only just bought Mega-CD and wonder of wonders I'm actually pleased with it despite its lagging off in most magazines. There's no other affordable machine that can play the games that incorporate FMV, and now the standards of these games is improving in quality, like Ground Zero Texas, Switch, etc. So it really is a waste of time getting paranoid about your machinery being made obsolete with the influx of these as yet unproven 'wonder' machines like the 3DO and CD32. Just as you're about to spend your lolly on a new machine, you read a little snippet in a mag about another new wonder machine, and you think maybe you should hang about until that comes out – at this rate you'd never actually buy a console. When the Sega Saturn actually appears in the shops – that's when I'll consider whether or not to buy it. In the meantime I'm just going to enjoy the technology that's available to me today and if games like Virtua Racing and Virtua Fighters appear on the Mega CD, maybe it will become an 'essential purchase' after all.

Dario Bignami, Castle Douglas, Scotland

ANDY: There's a difference between being genuinely critical of something and actually slagging it off, and I personally don't think MAG has ever been critical of the machine itself, more the software. You mentioned Ground Zero Texas and Switch, but neither of these games are as good as Lunar, Thunderhawk or Sonic CD even with their flashy FMV. That's where the problem lies, software companies seem intent on huge FMV sequences so consequently the gameplay suffers, take Cliffhanger for example. The Mega-CD just isn't cut out for displaying quality FMV, but as long as it can

sell games, that's all we'll see, and the real capabilities of the CD will never be experimented with.

Sound is another thing. Of course music and sound effects sound smart on CD – it's because it's recorded onto the CD! The Mega Drive has nothing to do with producing the sound because the CD does it, that's why you can play the CD through a stereo. The new machines will be far better technically, but if all the companies can offer is old 'classic' games with a bit of flashy sound or pretty graphics, how long do you think they'll last? There's also the CD's disadvantages to consider, but that's another story. Let's remember that some of the most playable CD-ROM games available for the PC contain no FMV, and basic but purposeful graphics and plenty of digitised speech. Day of the Tentacle and Sam and Max Hit the Road are their names – certain Mega Drive publishers could do with looking at them.

BITS, PIRATES, RESULTS, ISSUE FOUR REFUSAL

Dear MAG,
I have to congratulate you on your great magazine. I just have a couple of questions to ask.

1. Could you explain Bytes, Bits, Megabits, etc? It's driving me mad.
 2. Will Pirates Gold ever be released in Ireland?
 3. What results do you need to design computer games?
- PS Will you ever reprint issue four of MAG?

Robin Spitere, County Cork, Ireland

ANDY: 1. Byte = 8 bits; K = 1024 bytes; Megabit = 128K; Megabyte = 8 megabits.

2. Microprose is rumoured to be planning a European release for Pirates Gold, although no exact date is known.

3. It depends what you mean by 'design'. If you want to storyboard ideas for games, then you'll need a good art qualification and years of games playing experience. If you want to actually program games, all you'll need to do is learn how to program in machine language, which means buying an actual computer as opposed to a box for plugging cartridges into.

PS No.

HERO

Dear MAG,
I'll start by grovelling and telling you what a super mag you produce – who said the truth hurts!

I'm another fed-up Mega CD owner...but hang on what's this? Lunar, at last a game for me, an ardent RPG fan (nice review Andy!). Oh no, it's on import! Does this mean that for me to be able to play it I'll need one of those CDX gadgets? If so, that means it's gonna cost in the region of £100 and I'll be left with a CDX after which will probably stand gathering dust. What a bitch. Do you think there's a chance in the future of a UK release of this CD? £100 is a bit ridiculous to have to fork out. (Or you could loan me a CDX while I complete the game! Alright no I'm being silly, well you don't get anything if you don't ask do you!?)

Thank Rich for his solution to Landstalker. Actually I've finished it, but I think I may have missed some of it – ie, what's the bell for? Are the spell book & death statue of any use? Is the cave behind the trees in Massan part of a sub-plot? I hope you can shed some light on the above as I hate exchanging a game that's not fully completed.

Anyway, keep up the good work.
Ray Pringle, York

ANDY: Shucks Ray, you're too kind! Lunar is indeed a quality game for your Mega-CD. Whether it will be released officially over here I don't know, but at the time of writing this it seems likely so I'd cross your fingers. Should you buy it now you will need a CDX to run it on a PAL set-up, but I wouldn't let that put you off as you'll be able to buy import CD software forever. As for your



Landstalker questions, Rich supplied these, gripping answers.

1. The bell is used for talking to the dog in the first village(?).
2. He doesn't know about the spell book or death statue, but is open to suggestions.
3. The cave contains some boots (see last month's guide).

GAME/GAMES CONFUSION

Dear MAG,
I realise that the charts have a strange knack of contradicting each other depending on which magazine you read, but concerning your 'games chart' I was surprised to see Mickey and Donald at number one considering how old it is. But the other day I passed a shop called 'Game' in my home town of Woking and decided to take a look around. Now I know this sounds like a plug for the shop, but most of the games in the charts were around the £20 mark, which just goes to show that a lot of sales are being lost by companies charging £60 a go and that kids and their parents are happier to pay £20 for a good quality, if slightly older game.

Thanks to the lads at Game, my piggy bank was never fuller.

Bye now,
Mike Spencer, Woking

ANDY: The 'games chart' you mentioned is in fact the 'Game' chart, supplied by – you guessed it – Game, and is based on its national sales for that month. Obviously it had loads of copies of Mickey and Donald going for £20, and subsequently it was at number one that month. Having visited Game in Manchester (Hello Dave Daykin by the way!) I can confirm your sightings of classic games sold off cheap, however it's probable that Game bought in a few thousand pieces of old stock that would have otherwise took years to sell at full price, and paid so little for them that it could afford to sell them at half price and reap the reward.

CENSORSHIP

Dear MAG,
AAAAARRRRGGGHHH! Please God, not again (and I'm not talking about another crap platform release). OK, it's sad what happened to James Bulger, but once again, the 'moral quantative' is using the video and computer games industry as their scapegoat. How many times has this happened? Every time there's a murder involving anyone under 25, the 'violent content' of video games is mentioned. Just because I play Streets of



Rage, it doesn't mean that I'm a psychopath who shoots old ladies. With all the fuss over FMV CD games (eg Night Trap) and then the gore in Mortal Kombat, soon every game the physical side of Tetris will have an 18 certificate. Sega claim the tag on Lethal Enforcers is just a one-off, but they won't be able to withstand Mary Whitehouse and Parliament.

I'm sure I'm not the only one who feels this way.

Keep up the good work.

Chris Burgin, Frogpool, Cornwall

ANDY: Every time there's a murder involving anyone under 25? Somehow I don't think so. However, it is interesting to note that a recent report from the Consumers' Association and British Heart Foundation wittered on about how TV, video and computer games could lead to major heart problems in later life if today's 'kids' don't stop sitting at home, watching/playing them, instead of getting exercise by beating up old ladies for money, robbing cars, going out on the razz and chucking up in someone's garden before beating them up, etc. They even published their report and made it available to the public...on video of all things. Now that's what I call crap.

REVIEWING HINTS

Dear MAG,

I am writing to you to give you a few hints to improve your reviewing system.

1. If you are reviewing a game which is very similar to another, you shouldn't give it a lower percentage for that reason. For example, you gave Golden Axe 86% but you gave Golden Axe II 65% saying it was too similar "but just as good". If it was just as good how come it got 19% less? I have played both of these games and I feel that Golden Axe II is far superior to the original and therefore should have got a higher percentage.

2. If you are reviewing a game that's a conversion of an arcade or another console/computer game, then I think you should give it a separate percentage that doesn't effect the overall score. This percentage could exceed 100% meaning that it is better than the original.

I hope you will consider using these tips.

JW Stevenage, Herts

PS Could you send me a copy of ToeJam and Earl 2?

ANDY: 1. The reason the game scored 19% less is because it was too similar to the

original as the review (and yourself) stated. It may be a good or even better game in your opinion, but it's a bit of a rip-off if it's almost identical to the first game for an identical price isn't it? Whether you prefer one over the other is your decision, along with anyone else who agrees or disagrees.

2. The Commodore magazine ZZAP! 64 used to have a 'conversion factor' percentage on all arcade, 8 and 16-bit game conversions. Unfortunately it was a bit crap as conversions were usually a poor rendition of a decent game. Still, it's not a bad idea and we'll certainly consider something along those lines.

PS Negative.

FISTS = TIGHT

Dear MAG,

I read with interest your letters page and I have to confess it gladdens me to read letters like "ERM...SO LONG" (issue 19) and I'll tell you why.

VAN GOGH WRITES...

Dear MAG,

First let me start by saying what a first-rate mag yours is. It is the only one I buy every month. Now a few questions:

1. Where are the results to the 'Stunning Sonic 2 Jacket' competition in issue 8?

2. I am worried about rising Sega game prices. Sonic 2 cost £39.99, but now if I want a good game it could be £45, or even £60 for Street Fighter II. What about this £99 Virtua Racing?

3. I think the standard of drawing on your letters page in the last few issues (17,18,19) isn't very good. I've sent in a picture of PAI from 3x3 eyes to redress the balance.

4. In issue 10 the captions to go with the Manga competition were wrong. Who are Allie, Carolyn and Amanda? They don't star in project A:KO that's for sure.

5. Why don't you have free gifts on the cover of the mag? I know a rival mag even has Mega-CD demos on the cover!

Gary Taylor, Washington

LEE: Thanks for the support. As to your questions:

You see I've seen and heard it all before in the early '80s. I bought the first Atari games console for £100 and accumulated a collection of what was by the standards of the time, excellent games, such as Space Invaders, Missile Command, Pac-Man, etc. Each was only about £30 (prices which may ring a few bells with your readers). Well, after a couple of years I lost interest, sold my set-up at a considerable loss and moved onto other things.

Now I'm back into the gaming scene ten years older and wiser. The games I once paid £30 for can now be had second hand for £1 each and from the indications in your letters pages and classified ads the Mega Drive's life cycle is going the same way. I've already built up a collection of over 20 top-rated titles, all second hand and all for under £20, and the prices are still tumbling. Don't get me wrong, I love the Mega Drive it's an excellent machine, but boys will be boys and when they move onto

the latest console sensation, be it the Saturn or whatever, there'll be bargains galore for those of us who stick it out. If you're looking for value for money gaming and a software selection that is unsurpassed, there's never been a better time to buy a Mega Drive, but if you're more concerned with keeping up with the Joneses SELL! SELL! SELL! and let the rest of us benefit.

Yours sincerely,

Louis Latham, Finchley, London

ANDY: It's a fair comment I suppose, and who can argue with a decent collection of games at a cheap price? But you seem to think that Mega Drive games will be sold for £1 within a year or something, and that will never happen. You said yourself that the Atari 2600 is 10 years old (more like 14), so it's taken that long for the prices to drop to £1 each - why should the Mega Drive be any different? The Commodore 64 is a prime example of how a massive user-base can sustain a machine's shelf-life for years and that was a machine where anyone could easily make 10 or 20 copies of one game - it's now available (in Oxford) for £25 with Terminator 2 and the huge (and I mean HUGE) amount of quality software is available second hand, or on a budget label for £3. It all depends on what you want from a game. Sure, the Atari 2600 had some playable games, but the graphics and music were a bit crap weren't they? It's all very well saying 'that doesn't matter if the games are playable' but I defy anyone to go play a few 2600, C64 or Spectrum games and not have their fond memories shattered by poor graphics, dodgy scrolling and tinny sound. Lastly, the 2600 and the burgeoning entertainment market died a death very quickly after the console market at the time was flooded by new 'wonder' consoles from big corporate companies. Sound familiar? Maybe the current console obsession will collapse, leaving the real computers to pick up the pieces once more. Who knows?

ENTER MR CLICHÉ

Dear Sir,

I can appreciate that when you print a game preview it is supposed to whet our appetites for a forthcoming game. But why on earth must you insist on telling us 'this game could be the one to knock Sonic off its perch' or 'this game is shaping up nicely' or 'this game could be the game all you soccer fans have been waiting for'?

You then proceed to print a review for the game and tell us how crap it is and give

it 50%. Why not tell us it's crap for the start?

B Bethel (Mr), Twyford, Berks

ANDY: The reason we do all of the above, clichés included, is because a preview cannot have any criticism of the product it's focusing on. What happens is that the software house sends us a press release, some artwork, screen shots or even an early version of the game and says 'preview only' which we do. When the game is obviously crap, we are invariably told that 'this is an early version, of course' or 'the final version will have much better graphics/gameplay/sound'. If you read previews carefully, you'll see that games that receive 90% when reviewed get exactly the same preview treatment as games that score 50 per cent. That's the point of previews – to inform you of a new game release, not to recommend a product either way.

LOONY CHOON(Y)

Dear MAG,
I have been buying your excellent magazine since issue 8 and I must add that I think it is excellent value for money.

Anyway, enough of the crawling, let's get down to business. I would like to know the following:-

1. Could you please tell me how I can find out how to do all the special moves and Death Moves on Mortal Kombat.
2. Will there ever be a version of SNES's Super Bomber Man for the Mega Drive?
3. Is it possible to make NHLPA Hockey more difficult?
4. Is there an official high score for Columns?

If you could answer these questions for me I would be most grateful.

Yours sincerely,

Rhuben Choonny, Harrow, Middlesex

ANDY: 1. We toyed with the idea of printing the moves, but decided against it after Acclaim informed us that they would be included in the instructions with the game (à la SFII.) However, if there are enough of you out there who really do want the complete run-down, drop us a line and let us know – public pressure and all that.

2. Unless someone licences it and does a conversion. It's a possibility as Sony released the game over here, but I doubt whether Hudson Soft would program a conversion. The Mega Drive doesn't sell well enough in Japan for it to be viable to a Jap company.

3. Not as far as I know, unless you get a Game Genie and fiddle around.

4. Search me.

THREE QUESTIONS

Dear MAG,

Your mag is the best, so I know you won't mind answering a few questions;

1. In an issue of *Sega Magazine*, there was a letter slugging Digitiser off, saying that they were anti-Mega Drive and took bribes to give SNES software good reviews. If this is true, how come you let them put a cartoon strip in MAG?

2. Which magazine is best – MAG or *MegaTech*?

3. There isn't a number three.

Jo Powell, Tewkesbury, Gloucs

ANDY: 1. Do you honestly believe the Digitiser is anti-Mega Drive? Does it really take bribes for SNES reviews, despite the fact that the Mega Drive is far and away the most popular machine in the country? Wouldn't it be cutting its own throat if it did? Wasn't it Digitiser which asked 'can you trust official magazines?' and spurred adverts like that of *Sega Power*'s 'Ass-Kissing Free Zone'.

2. MAG. I write for it so it must be.

3. Obviously.

RICH'S FRIEND

Dear MAG,

Please tell me if there will be a Landstalker 2, and will it be as big as the first one and as good?

Gavin Harper, East Grinstead

LEE: Landstalker 2 is well underway and will be equally as good...and surely better than the original.

CDG – CD GARBAGE

Dear MAG,

I have recently bought a Mega-CD. As I was playing one of my normal music CDs I noticed the CDG option. I went looking in the shops for these CDGs but no such luck. So what I'd like to ask you is, where the hell are they?

Malcolm Yates, Crediton

LEE: I wouldn't get too excited by the prospect of the CDGs. The rate at which they can display graphics is very slow, and a full screen has to gradually fill up with a picture. Their main use is in Karaoke discs which display the words when you are supposed to sing them. As for any normal CDs having them, I'm afraid not.

TURNING JAPANESE

Dear MAG,

First if all I would like to congratulate you on producing such a full and detailed magazine. Second, I have seen mini-disc players in the shops and was wondering if their small mechanisms could be put into a new portable Mega-CD, or something even better?

I would also like to ask why Sega make

such stupid names for moves in fighting games, like Axel's Dragon Wing or Blaze's Embukyaku? I know these games are made by the Japanese, but why do they have to bring forward half of their language to us in these fighting moves? It's as if Sega have a limited vocabulary made up solely of words over ten letters long, surely they could give us a translation?

Jake A Cartmell

LEE: Although the new Multi-Media system is a portable system it is not a portable Mega-CD. It is unlikely that Sega will release such a machine so late in the day. Mini-discs use compression to fit more music on a disc and the human ear doesn't notice any difference, but computer data cannot be compressed in the same way, and so less data fits on a mini disc than on a standard CD. This means that the use of mini-disc in a computer machine is unlikely.

As to your language problems – get a life!

SING HOSANNA!

Another Mega Phone month draws to a close, and it's with a fond 'get lost' that we say good-bye to arguably MAG's most unpopular writer since Dave 'Percy' Goodyear, Richard 'Hole in my Shoe' Lloyd. Bye then, Rich.

Anyway, back to the more important, pressing matters of the month, namely the lack of Sensible Soccer challengers yet again. Are you all really that bad at Sensi that you're afraid to throw down the gauntlet? Or is it simply because nobody reads this bit of the mag? Here's a test then, the first genuine Sensi challenger will win an item from MAG's comedy bin of terror.

All veiled attempts at humour go to; MAG Letters, 16/17 Hollybush Row, Oxford, OX1 1JH. Or fax us on 0865 202771.

Until next month...

Here's a good thing – Dario Bignami not only sent a letter, but also sent this picture in a separate, plain brown paper envelope.

Even funnier – it was on the back of a Benefits Agency letter to a Mr L Poland. So, Mr Poland – should you be missing your

vital page two of four, I can tell you that the Adjudication Officer has decided how much benefit you will receive. If you think it's

wrong just send off the sheet you've got with 'Appealing against a decision' written on it.
Good luck!



MAG CLASSIFIEDS

Please note: If you do not wish to have an address or telephone number printed, please include a note to that effect with your classified ad otherwise the telephone number will take priority over the address. Also, don't bother trying to advertise the sale of disk drive units or copied material (unless of course you are a git).

WANTED

CD mixer lead - the little wire which plugs into the side of the Mega Drive and into the back of the Mega-CD. Will pay anything up to £8.

Darren Massel, Gatley, Cheshire. Tel: 061 428 8112.

Might and Magic for the Mega Drive. Willing to pay £30.

Iain Spark, Aberdeen. Tel: 0224 573677.

Might and Magic by Electronic Arts for Sega Mega Drive. Will pay £20. Can someone please help?!

Kevin Dillon, Kilmarnock. Tel: 0563 27948.

Humans. Will pay £20.

Simon Reynolds, 68 Bois Lane, Chesham Bois, Amersham, Bucks, HP6 6BX. Tel 0494 727246.

Any old Bob Smith games for the Amiga, including Overlord, Austerlitz, Waterloo, Borodino, Armada and Africa Corps if anyone has it.

Contact Gerry at the MAG address with prices and telephone number. Cheers!

FOR SALE

Ecco, Flashback, Landstalker, Shining Force, Aladdin, Haunting - all Mega Drive. £20 each. Also, Buck Rodgers for £10, will send by Recorded Delivery.

Ian Ashton, Cliff Ash Cottage, Ildridgeham, Belper, Derbyshire.

Mega Drive Games - John Madden '92, Quackshot, Lotus Turbo Challenge, £20 each. Sonic £10. All reasonable offers considered. Games in very good condition, boxed with instructions.

Steven Balsillie, Edinburgh. Tel: 031 4476457.

Mega Drive games - Super Kick Off for £15, Speedball 2 for £15 and Mortal Kombat for £25.

Please phone Toby on: 0483 425312.

Mega Drive and Sonic 2 £70, Thunderforce IV £20, Sonic 2 £18, Jungle Strike £26, Fatal Fury £22, Quackshot £22.

Phone Kevin: 0920 877342 - lots more games.

Sell my Mega Drive plus four good games, 2 CPUs, still boxed.

Phone Joe McGrath: 0883 715747.

Mega Drive games - Sports Talk Baseball £20, Olympic Gold £18, Mega Games 2 £25, Sonic £10, also Crystal Warriors for Game Gear £10. Swaps possible.

Mike Fairweather, 22 Solway, East Tilbury, Essex. RM18 8RQ.

For sale: Mega Drive game - Tiny Toon Adventures £25. Also, Mega-CD game - Sonic CD £30. Both as new.

Tel: 0626 776773.

Mega Drive games for sale - California Games £12, John Madden '92 £20, Lemmings £22. Will accept £50 for all three games.

Alex Lloyd. Tel: 0689 832668 after 6pm.

Amstrad CPC 464 with monitor and 70 games which include Double Dragon, Kick Off 2 and many more good games. Also with three joysticks and a manual. Will sell for £65 ono or swap for Master System games of my choice.

Lee Dowis. Tel: 0255 553385.

Mega Drive good condition with instructions, joypad

and two excellent games all boxed with instructions for only £80 ono.

Tel: 0344 22548 after 4pm and ask for Lawrence. Can deliver or post. Lawrence Dunning, Horse Gate End, Monks Close, South Ascot, Berkshire. SL5 9BA.

Bargain - Ghouls and Ghosts, Last Battle, Sonic, Battle Squadron, all £10 each! Outrun £5! ESWAT, Atomic Robo Kid and Japanese/English converter all for £20. Also selling Game Boy games including T2, Super Kick Off £10.

Mr R A Hutcheson, Enfield, London. Tel: 081 292 0132.

Mega-CD, Mega Drive, Bio-Hazard, Battle Cart plus Thunderhawk, Batman Returns, Final Fight, Night Trap, Jaguar XJ220. £350 no offers.

Ask for Iain. Tel: 0372 275881. Ashtead, Surrey. Must collect.

Game Boy with extras; 23 games £185. Game Gear with TV tuner, extras, 63 games £246. Lynx II with seven games £132. Supervision with four games £30. Mega Drive games for sale from £9-£22, all boxed, instructions, will sell separately. Top games! Bargains!

Ring Matt Harris: 051 343 9360.

Mega Drive games for sale - Streets of Rage II for £20, Mega Games 1 for £17.50, Splatterhouse II for £17.50 and Sonic for £10. All have instructions and are boxed in good condition.

Mark Sutton, 88 Preston, Cirencester, Glos GL7 5PR.

John Madden '93 and Euro Club Soccer £20 each or £35 for both.

Andrew Coulson, 4 Pollards Lane, Southwell, Notts. NG25 0TL.

Boxed Mega Drive and 11 boxed games including Sonic II, John Madden, PGA Golf, General Chaos, Desert Strike, all excellent condition, £275.

S Alexander, Dumfries, Scotland. Tel: 0556 622271.

Nine Mega Drive games including Sonic II, Road Rash II and Flashback. One control pad. Worth over £460, will sell for £205.

Paul. Tel: 0757 708805.

Landstalker £40 ono or swap for Fantastic Dizzy.

Mr D Boyce. Tel: 0480 741939.

Mega Drive for sale with Aladdin and Mortal Kombat. Unwanted Christmas present, genuine reason for sale. £110 ono.

Andy Allen, Gravesend, Kent. Tel: 0474 324872.

Tiny Toons, Global Gladiators, Super Hang On, Two Crude Dudes, Ecco the Dolphin, Hellfire and Jap Adapter, Micro Machines. All £20 ono.

Tom Slater, Cardiff. Tel: 0222 483233.

Mega Drive and Gynoug, Wrestle War, EA Hockey, Columns, Super Hang On, Strider, Road Rash 2, John Madden, Fatal Fury, World Cup Italia '90 and MAG magazines. No offers, £220.

Wayne Harris, Cornwall. Tel: 0288 361505.

Atari 2600, seven games and Mazin Wars Mega Drive, all for £20-£30.

James Duffy, Wirral. Tel: 051 339 1490.

WWF Wrestlemania £12, Robocod £15, The Immortal £20, Shadow Dancer £12, Super Kick Off £20, all in good condition.

Sam Pollard, Congleton. Tel: 0260 223437.

Lakers Versus Celtics, Super Kick Off both £20, ESWAT £15 or swap for PGA.

Kev. Tel: 0405 761893.

FIFA International Soccer, unwanted present, brand-new, only £40. Must collect.

Michael Kelly, 41 New Street, Sutton, St Helens, Merseyside, WA9 3XJ.

Atari ST, over 100 games, art, music, programming,

databases, word processors, multi-media, manuals, joystick, mouse, magazines. Worth over £1000, sell for only £240 ono. Still in original box, ideal present. Must collect.

Michael Kelly, 41 New Street, Sutton, St Helens, Merseyside, WA9 3XJ.

Game Genie and code book, excellent condition. £30 or swap for Action Replay Pro in same condition. SG Propad, boxed as new £10. Turbo 2 rapid-fire joypad with slo-mo, boxed as new £9. All above for use on Mega Drive.

Steve Radley, 7 Longdown, Fleet, Hampshire, GU13 9OY. Tel: 0252 621421.

Super Kick Off £23, Wonderboy in Monster World £14, Mega Games 1 (3-in-1) £18. Sell all for £45.

David Sanders, 27 Flower Road, Stratford-Upon-Avon, Warwickshire, CV37 0EA. Tel: 0789 298282.

Mortal Kombat £35, Jungle Strike, Cool Spot, Super Kick Off, Fatal Fury, Ali Boxing £30 each. Micro Machines, Super Monaco 2, Sonic 2, NHLPA 93, Madden 93 £25 each. Another World £20, Spiderman £15, Afterburner 2 £10.

Matt Sawbridge, 56 Heath Park Drive, Heath, Cardiff, South Glamorgan, CF4 3QT. Tel: 0222 754508.

SWAP

Issue four of MAG for Quackshot or Desert Strike. Call round AM only.

Lez Jones, 47 Heatherlands, Mountwood, Woodchurch, Wirral (8th floor), L49 9QD.

Mega Drive and 10 games wanted to swap for my Neo Geo with two joysticks, memory card and Burning Fight. Also wanted - Mega Drive games for swap.

Phone Brian between 2pm and 10pm. Tel: 0463 221173.

Swap for Amiga 1200 and software, full Mega Drive package with 12 games including Flashback, Shining Force, Jungle Strike, NHLPA Hockey. UK Mega Drive/Master System converter and 10 Master System games. Total value including accessories over £1000. Your package must be of similar value and quality. All boxed.

Robert Jackson, 11 Cedar Grove, Hoole, Chester, Cheshire, CH2 3BQ. Tel: 0244 314305.

Will swap my Game Gear, eight games, battery pack, magnifier and AC adapter for MD games which include FIFA Soccer, EA Hockey and Jurassic Park, or will sell for £150. Game Gear games include Sonic 2, Mickey Mouse and Shinobi.

Simon Murray, 15 Whitegates Close, Croxley Green, Rickmansworth, Herts, WD3 3JY. Tel: 0923 772917.

Swap Bart Vs the Space Mutants for any good game. Ring with your swap offer.

Adam Carman. Tel: 0277 372418.

I'll swap Alien 3, John Madden '93, F-22 and Flashback for most decent games. I will consider selling games.

Iain Irving, 465 Queens Ferry Road, Edinburgh. Tel: 031 336 2873.

I will swap my Desert Strike or EA Sports Double Header and £5 for Tiny Toons, Landstalker or Phantasy Star 3.

Jonathan Fox, 51A Broot Lane, Walsall Wood, West Midlands. WS9 9NA. Tel: 0543 375643.

If you need any tips and cheats send a SAE to the address below, plus 20p. If there is no tip your money will be refunded.

Steven Houghton, 31 Houghton Avenue, Bacup, Lancashire. OL13 9RD.

PENPALS

A 9-10 years old penpal wanted. Male, must own a Mega Drive or Game Gear and like WWF. Please write to:

Jonathon Brannigan, 3 Orchard Close, Wolvey, Nr Hinckley, Leics, LE10 3LR.

12-year-old boy would like a penpal aged between 12-15 years old, with a Mega Drive if possible. No photograph wanted. Likes games, music and people with a sense of humour. Male or female - all letters will be answered. Hope to hear from you soon!

Mark Simpson, 16 Fishermans Avenue, Southbourne, Bournemouth, Dorset, BH6 3SQ.

Brilliant gaming club. If you want swaps, tips, cheats, penpals or cheap new and pre-used games, then Gameswap is the club for you.

Send SAE for free info pack to:

Gameswap, PO Box 124, Halfway, Sheffield, S31 8ZT. Tel: 0742 485339.

Is there anybody out there?! 16-year-old male looking for male or female penpals aged 14-18. I'm into Sega and music. Please send a photograph if possible.

David Parrack, 3 Bennett Close, Conham, Surrey, KT11 1AH.

Have you ever wanted a penpal? Well if so, send a cheque (made payable to S D Britton) for £2.50 to this address:

Penpal Club, 129 Hamilton Avenue, Halesowen, West Midlands, B62 8UB.

Are you absolutely crazy about FIFA International Soccer? So am I! I'm a 32-year-old male seeking footy fans for tournament matches etc. Sensible Soccer matches also planned. Contact me now and let's form a great football computer club! Merseyside area.

Alan Toner, 107 Mason Avenue, Birkenhead, Merseyside, L41 7DP. Tel: 051 652 6098.

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NEXT

MONTH



Core will be unveiling its latest pair of CD offerings, Soulstar and Battlecorps. Both look fantastic and Mega-CD owners should finally have something else to rub in Mega Drive owners' faces. You will already have read previews of both games in previous issues of MAG and next month should see both extensively reviewed.

On the Sega stand next month should be the long-awaited third instalment of the Streets of Rage saga. More excellent scrolling beat'em-up action is guaranteed and hopefully more excellent Yuzo Koshiro music. Also from Sega, the fantastic new Sub-Terrania (previewed this issue) should blast into the offices, to take us all on a nostalgic trip back in time to the days of Thrust and Oids.

Codemasters should have its two latest releases ready for review next month – the great puzzler Sink or Swim and the sporty Tennis All Stars. Of course, we won't have to wait for the J-cart adapter to arrive because it's built into the tennis cartridge! With any luck the release price will have been fixed at a lowly £35 by then.

The SNK converter, Takara, should have two new games ready next month, both hot from the Neo Geo arcade machine. Fatal Fury II and King of the Monsters II will be trying to topple SFII from its beat'em-up throne. Can they do it? Find out next month.

Next month's issue of MAG out Thursday 28 April. Miss it at your peril...

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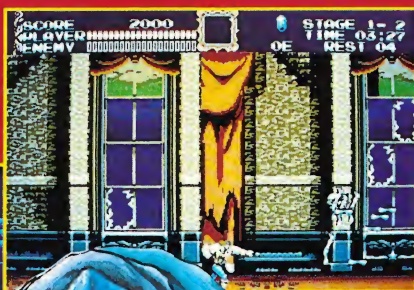
MEGA DRIVE

A spine tingling, blood curdling 6
level living nightmare from hell.

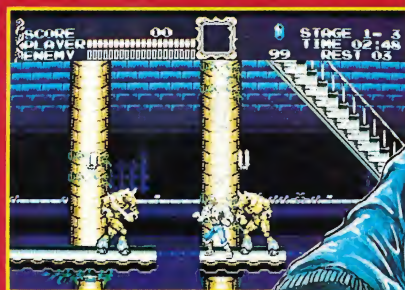


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Countess Bartley across
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resurrecting the master of
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